Sharene Carleen Thio

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Toronto, ON

Overview

An excellent and supportive team player that conducted user research and usability testing in two projects to develop a solution to real-world problems. Volunteered for the City of Toronto's committee advisor and animal service, requiring minimal supervision and developing good communication skills.

Education

- **University of Toronto**   Toronto, ON
  Honours Bachelor of Science, Cognitive Science and Linguistic   2019
    - With a focus on Computational Cognition

Skills

Programming Language: Python, Java, R

Web Programming: HTML, CSS, ReactJs

Version Control: Git, Github

Software Development Methodology: Scrum, Agile

UX Prototyping Tools: Axure, InVision

Others: LaTeX, Xcode

Programming Projects & Experience

- **FÜDGER: Grocery and Inventory App [Axure RP]**   University of Toronto
  Project: Design of Interactive Media   *Jan. 2019 - Apr. 2019*
    - Developed and performed a detailed field study research on participant's grocery shopping habits to narrow down the food waste problem space.
    - Conducted usability testing using a low-fidelity paper prototype to evaluate usability issues.
    - Reiterated high-fidelity prototype design after a few round of usability testing.

- **Language Learning**   University of Toronto
  Project: Cognitive Science in Practice   *Jan. 2019 - Apr. 2019*
    - Identified a linguistic problem involving a complex cognitive processes with a team.
    - Designed a more efficient language learning style for different levels of proficiency by conducting user research consisting of field research, interviews, and secondary research.

- **Innis Café**   Toronto, ON
  Work Assistant   *Sept. 2018 - Apr. 2019*
    - Aided in daily activities including stocking, taking orders, cashing people out, and prepping food alongside the kitchen staff when there is too many orders.
    - Helped deliver food and prepare events, and ensured a smooth process throughout the event.
    - Prepared invoices to be sent out to large order customers.

- **Daisy Intelligence Hackathon [Python 3.6.5]**   University of Toronto
  Hackathon   *Jan. 2018*

- Scripted logic that uses multiple linear regression to predict the amount of items that would be sold based on price and promotion type.
- Obtained a more accurate prediction by creating a script using the time series forecasting.

- **UofT V Hackathon** Toronto, ON
  Participant, University of Toronto *Jan. 2018*
  - Developed a battleship game for the Google Home using Actions on Google Console and DialogFlow.

- **The Society of Plastics Engineers, UofT Chapter** Toronto, ON
  Front-end Developer, University of Toronto *Dec. 2017 - Feb. 2018*
  - Designed and created a dynamic website using ReactJs.

- **Warehouse Simulator Project** Toronto, ON
  Project Leader, University of Toronto *Winter 2017*
  - Collaborated with the team to develop a warehouse simulator and barcode scanner that provides tracking and updated status of the workers, inventory and facility.
  - Utilized CRC cards to identify classes required for creating a warehouse simulation.
  - Developed a logger using the observer and singleton design pattern that is logs interactions between the barcode readers, the workers, and the program.
  - Wrote extensive JUnit tests for the classes and majority of the code documentations.

- **Photo Tagger Design Project** Toronto, ON
  Project Leader, University of Toronto *Fall 2017*
  - Conceptualized an application that allows user to select and rename photos in their operating system and allowing it to be searched outside of the application by adding tags to the photos.
  - Developed the structural design of the user interface using composite and facade design pattern to encapsulate the complex parts of the application .

- **Mock Shell Design Project** Toronto, ON
  Scrum Master, University of Toronto *Winter 2016*
  - Programmed a shell capable of taking in and performing actions from given inputs such as 'ls', and 'mkdir'.
  - Delegated and facilitated tasks and meetings between the team using the Scrum framework.

Extracurricular Involvements

- **Toronto Animal Shelter** Toronto Animal Service
  Adoption Coordinator *Sep. 2016 - Feb. 2019*
  - Suggested suitable cats to adopter and facilitated the screening and adoption process.
  - Provided close attention and care for the cats' health, while being alert for signs of sickness.

- **Science Rendezvous 2018** University of Toronto
  Event Liaison *May 2018*
  - Promoted the linguistic department by overseeing several booths, which included explaining the nature of the language Inuktitut.
  - Explained the story behind 'Wug' to instill curiosity within children during button making.

- **Global Engineering Week** Engineers Without Borders
  Web Designer *Dec. 2017 - Jan. 2018*
  - Redesigned their web page for the event to look more cohesive and appealing.
  - Ensured functionality and information completeness before release.

- **Science Rendezvous 2017**   University of Toronto
  Event Liaison   *May 2017*
    - Promoted virtual reality to attendants by preparing the device and guiding them through it.
    - Explained the concept and potential use of virtual reality.

- **Youth Design & Technology Committee**   City of Toronto
  Design & Technology Advisor   *Feb. 2017 - Nov. 2017*
    - Conducted qualitative research as the City of Toronto's Youth Design & Technology Advisory Committee to identify gaps and provide improvements in the citys community centre.

- **Alternative Reading Week**   University of Toronto
  Program Coordinator   *Apr. 2016*
    - Organized a bonding activity for children between the age of 8-14 with a team of five.
    - Adapted quickly to changes to ensure a smooth running activity by actively communicating changes to team members and rules to the children.