

# Carol Ng

Bachelor of Applied Science | Engineering Physics | Third Year

## CONTACT

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## SKILLS

### PROGRAMMING

Knowledgeable:

Java • Python • MATLAB • Arduino

Javascript • HTML • CSS

git • UNIX • Windows

Comfortable:

C • C++ • Rails • Angular • Protractor

Selenium • node.js • MySQL • libGDX

scikit-learn • Assembly • Raspberry Pi

## WORK EXPERIENCE

### LEARNING COMMONS, UBC | WEB TEAM PROJECT COORDINATOR

September 2016 - present

- Designed the new website's first UX sessions, garnering actionable feedback from 30+ students to inform design and content strategy
- Planned long-term content and advocacy strategy for the Learning Commons, incorporating feedback from both student and LC staff
- Empowered students to improve their study skills, soft skills, and mental health by organizing time-sensitive campaigns

### SHOPLINE (HK) | SOFTWARE DEVELOPER INTERN (CO-OP)

January - April 2016

- Implemented and documented first automated E2E testing suite of company's product using Protractor
- Developed two themes using CSS and Javascript, used MongoDB queries to find bugs, and fixed bugs with Rails and Angular JS
- Improved usability of the company's home page ([shopline.hk](http://shopline.hk)) and updated content in accordance with Google SEO guidelines

## PROJECTS

### FOODRECORD | JAVA, ANDROID STUDIO, SKETCH

January 2017 - present | [github.com/carolkng/foodrecord](https://github.com/carolkng/foodrecord)

- Android app to help create meal plans and provide a simplified, no-nonsense way to record foods eaten

### CASUAL CONVERSATION ANALYSIS | PYTHON, NLTK

January 2017 - present | [github.com/carolkng/talk-to-me](https://github.com/carolkng/talk-to-me)

- Developing application to analyze conversation history and provide actionable feedback for higher quality exchanges
- Use chat history to train a chatbot to mimic a specific user's manner of speaking using a Markov chain algorithm

### DANMAKUBE | JAVA, LIBGDX, ANDROID STUDIO

December 2016 - present | [www.carolkng.com/danmakube](http://www.carolkng.com/danmakube)

- 2D pixel graphic game created for desktop using Java, and ported to Android using libGDX framework
- Currently integrating Google Admob and Google Play API into Android version for better monetization and achievement logging before shipping

### (ANTI)SOCIAL MEDIA EXTENSIONS | JAVASCRIPT, CHROME DEVTOOLS

November 2016 - present | [www.carolkng.com/anti-social-media](http://www.carolkng.com/anti-social-media)

- **Blind Messenger:** Reduces contact with user-defined individuals and groups on Facebook Messenger
- **Echo Chamber:** Blocks out posts and comments from user-defined list of names, subjects, and sentiments

### ENPH 253: INTRO TO INSTRUMENT DESIGN | ARDUINO, CIRCUIT DESIGN, SOLIDWORKS

July - August 2016 | [www.carolkng.com/the-claw](http://www.carolkng.com/the-claw)

- Worked in a team of 4 students to create a robot to pick up and deliver stuffed animals on a simulated city map
- Designed and soldered IR signal amplifiers and motor H-bridges to custom circuit boards
- Used lookup tables to optimize navigational intelligence, and implemented PID control in Arduino

## EDUCATION

### UNIVERSITY OF BRITISH COLUMBIA | B.A.Sc. ENGINEERING PHYSICS, MINOR IN HONS. MATHEMATICS

September 2014 - May 2019 | Vancouver, BC

**Activities and Societies:** Physics Teaching Assistant, Peer Study Session leader, UBC Unmanned Aircraft Systems, Physics Society, Undergraduate Research Opportunities, Game Development Association