

# Clarice Ng

Computer Science (3rd year) • University of Waterloo  
c32ng@uwaterloo.ca • claricen.github.io • github.com/claricen

## WORK EXPERIENCE

### Software Developer Intern

Autodesk

Sept - Dec 2016

- On the Fusion360 browser team, contributed to key features for the 3D modelling web application using Three.js
- Implemented the propagation of data for features between the server and client using object oriented design principles (Javascript, C++)
- Used a custom Javascript widget system to implement UI changes to reflect the Fusion desktop app for a more intuitive user experience

### Undergraduate Research Assistant

David R. Cheriton School of Computer Science

May - Aug 2016

- Worked in Human-Computer Interaction lab under supervision of Dr. Edith Law by contributing to the design of Fitt's Law curiosity experiment and developing a Javascript application for it

### Web Application Developer

Public Health Agency of Canada

Jan - Apr 2016

- Redesigned the SuperPhy web application to improve the application's scalability and maintainability
- Refactored old front-end HTML/Javascript templates to use the Mithril.js framework in Coffeescript to improve browser rendering
- Developed Python scripts to upload and validate gene and genome metadata to a triplestore graph database

### Creative Tech Specialist

Marketing & Strategic Communications, UWaterloo

May - Aug 2015

- Created responsive HTML email invitations compatible across multiple email clients to reach individuals throughout the university

## EXTRAS

### Recipient of WiCS GHC 2016 Scholarship

Women in Computer Science (WiCS) Committee

Oct 2016

### Director of Publicity, Office Manager

WiCS Undergrad Committee

May 2015 - Aug 2016

- In charge of publicizing events, including outreach through social media, designing posters and banners, and sending emails.
- Maintained the office policy and organized office hours

### Undergrad Research Opportunities Conference Attendee

David R. Cheriton School of Computer Science

Oct 2-4 2015

- Worked with the HCI project group, designed a rapid prototype for a mobile game to increase motivation for users to collect observations on noise pollution for researchers.

## SKILLS

### Industry Experience

Python • Javascript • HTML/CSS • Coffeescript • SPARQL • triplestore databases • git • bash • Linux • C++ • jQuery • Docker • node.js

### Others

C • Java • Android • AngularJS • Sass/ Less • Bootstrap • Flask

### Design

Photoshop • Illustrator

## EDUCATION

### Bachelor of Computer Science

University of Waterloo 2013 - 2018

- Human-Computer Interaction Option
- Term Dean's Honours List (Fall 2013 - Winter 2015)
- President's Scholarship
- French Certificate

## PROJECTS

- Personal website
- Contributing to Women in Computer Science website (git, Pelican)
- Designed mock-ups for an Android application at Hack Western 2

## INTERESTS

- Computer graphics, animation
- Machine learning
- UI/UX and interaction design
- Badminton
- Journaling, blogging
- Playing video games
- Learning new things!