CONSTANCE WANG

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EDUCATION

Bachelor of Science in Engineering, University of Pennsylvania

Digital Media Design, Class of 2023

- Coursework: Software Engineering. Data Structures and Algorithms, 3D Modelling, [Fall 2020] Computer Graphics, Stats
- Extracurriculars: chess club and collegiate team, modern languages community

Victoria Park Collegiate Institute

International Baccalaureate diploma, Class of 2019

TECHNICAL SKILLS

Languages

Proficient: Java, Javascript, HTML, CSS Beginner: C++, Python, OCaml

Frameworks, Libraries, and Tools

Proficient: Angular, React, Redux, Git, Agile Beginner: Wordpress, Node.js, MongoDB, Autodesk Maya, Adobe Creative Suite, Figma

OTHER

Languages

- Chinese conversational
- French limited working proficiency

Achievements

- Scholastic Arts and Writing Competition: National Silver Medal in Drawing and Illustration (2019)
- Euclid math contest: honour roll (2019)
- Canadian Chemistry Contest: Ontario winner (2019)
- Chess: Pan-American Youth U18 Girls cochampion (2017)

WORK EXPERIENCE

RBC Royal Bank: Technology & Operations

Front End Developer, OMNI & Digital | May - Aug 2020

- Worked on high traffic webpages in RBC's online banking app as a member of an Agile team
- Coded responsive, accessible, and cross-browser tested front-end components using Angular, NgRx, Typescript, HTML, and Sass
- Refactored API endpoints using RAML and JSON schemas
- Collaborated with a cross-disciplinary team in the RBC Tomorrow Design Challenge to deliver a solution to integrate RBC's digital banking platforms with local branches

Innovation Developer, RBC High School Labs | July - Aug 2019

- Worked in one-week sprints to update an internal web application
- Pitched, designed a wireframe, and coded a minimum viable product for a new feature

Penn Engineering Online Learning

Teaching Assistant - Mathematical Foundations of Computer Science | Jan - May 2020

- Taught biweekly recitations, held weekly office hours, and regraded homework
- Worked with students from a wide range of professional backgrounds at Penn's online Master of Computer and Information Technology program

Chess Instructor

Philip Math Chess Academy | Aug 2017 - May 2019

• Taught groups of children aged five to ten using my own lesson plans and homework assignments

PROJECTS

Cheat Checker

Applied scrum methodology to code a MERN stack web app and Android app with the Java API Framework that regularly searches for keywords in Stack Exchange posts and student answers to catch cheating

Guess Who Infinite

Designed and coded an online version of Guess Who? using MERN stack and Socket.IO for Mintbean's game dev hackathon. Received best UI/UX Design award

conswang.me

Personal website and blog using Angular and Wordpress CMS