

Clara Tam

SOFTWARE ENGINEER

WINNIPEG, MB

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PROFILE

I am a results-driven software engineer passionate in creating meaningful applications that merge cutting-edge technology with creative problem-solving, embodying a commitment to both functionality and aesthetic excellence. My expertise lies in media art design and web development, supported by a background in biomedical engineering, machine learning, and natural language processing.

SKILLS

JavaScript, React.js, Vite.js, Node.js, Express, SQL, MySQL, PostgreSQL, Git, HTML5, CSS3, SASS, Web APIs, Axios, Python, R, Office, PyTorch, TensorFlow, Photoshop, Illustrator, InDesign, Agile, Jira, Docker

EDUCATION

BrainStation | Diploma, Software Engineering

JAN 2023 - DEC 2023, ONLINE

Western University | Masters of Engineering Science, Major in Biomedical Engineering

SEPT 2017 - APR 2020, LONDON, ON

PROJECTS

Full Stack Developer | [SavoryScale](#)

DEC 2023, CAPSTONE

- Designed and engineered a web app that helps users find savory recipes and assists with scaling ingredients for meal planning, meal prep and budget considerations (Tools: React.js, Vite.js, SASS, Node.js, Express.js, Axios, Knex, PostgreSQL, Git).

Backend Manager & Developer | [YouWatch](#)

NOV 2023, HACKATHON (ROKU CHALLENGE WINNER)

- Engineered the database and API endpoints for a personalized movie and TV streaming services recommendation web app that provides live data retrieval and searches (Tools: Node.js, Express.js, Knex, MySQL, Git, Agile, Kanban).

Full Stack Developer | [GIF Reveal Rumble](#)

OCT 2023, HACKATHON

- Led and developed a single player card matching game using GIF images from the GIPHY API resulting in a fully functional and polished MVP (Tools: HTML5, CSS3, SASS, JavaScript, Axios, Git).

EXPERIENCE

Freelance Technical & Design Consultant | Self-Employed

JUN 2014 - JUN 2023, REMOTE, PART-TIME

- Engaged stakeholders to design, build, and implement scripts to provide data-driven sales, scientific, and healthcare data solutions (Tools: R, Git).
- Managed client expectations through in-person, virtual, electronic, and telephone correspondence to develop content for five marketing projects on medical devices, scientific infographics, and patent schematics.

Research Information Technician | CHRIM

AUG 2020 - MAR 2023, WINNIPEG, MB

- Developed prototype text mining and natural language processing tools to improve the process of creating comprehensive reviews of child health clinical trials (Tools: Python, NLTK, PyTorch).
- Summarized, analyzed, and assessed the quality of big data in child health clinical trials and presented insights and recommendations in a concise manner; orally and graphically.
- Trained and mentored five colleagues on technical procedures, best practices, and on the use of specialized software to complete eight health care assessment projects.

Master of Engineering Science Research Scientist | LHSC

SEPT 2017 - APR 2020, LONDON, ON

- Formulated an innovative organ and boundary detection approach to solve ongoing multiple organ segmentation limitations resulting in two peer-reviewed publications, with one in a high impact journal (Tools: MATLAB, Python, Keras, TensorFlow).