

# CHUN (DAISY) YE

[c42ye@uwaterloo.ca](mailto:c42ye@uwaterloo.ca) | 343-366-7778 | [github.com/daisyyedda](https://github.com/daisyyedda)

## EDUCATION

### University of Waterloo & Wilfrid Laurier University

(Sep 2020-Apr 2025)

Bachelor of Computer Science & Bachelor of Business Administration

GPA: 89.52%

Artificial Intelligence Specialization & Combinatorics and Optimization Minor

**Relevant Courses:** Object-Oriented Software Development; Algorithm; Operating System; Data Structures and Data Management; Logic and Computation; Computer Organization and Design; Combinatorics & Optimization.

## WORK EXPERIENCE

### Software Engineering Intern | Ford Motor Company - Ford Pro

(Jan 2023-Apr 2023)

- Work for Ford Pro Autonomous Vehicle Tolls & Violations team using **Java**, **Spring Boot**, and **React**.
- Develop and maintain frontend features including bulk upload and driver information edit using **React**.
- Implement and optimize vehicle upload and removal functionalities in **Java** to improve customer experience.
- Pair-program with senior engineers on **PostgreSQL** database maintenance and API testing on **Postman**.
- Embrace test-driven development (**TDD**) and continuous integration/continuous delivery (**CI/CD**) practices.

### Business Analyst | BMO Financial Group

(Jan 2022-Apr 2022)

- Improved the performance of BMO Client Portal by testing persisting bugs and writing test cases in System Integration Testing, User Acceptance Testing, and **Regression Testing** cycles.
- Facilitated communication and collaboration between business and development teams by raising, examining, and **optimizing JIRA tickets**.
- Resolved over 50 system defects and French translation errors for March and May 2022 releases.

## PROJECT EXPERIENCE

### Personal Website

(Jan 2023-Feb 2023)

- Utilized **HTML**, **CSS**, and **JavaScript** to implement the general layouts and stylings of the website.
- Applied the **React library** to develop the responsive components and routings of the web pages.
- Enhanced knowledge in **web/frontend development** and **user interface prototyping/design**.

### Online Shop App

(Jul 2022-Aug 2022)

- Developed the web application using **Node.js** and the **MVC framework** to structure the program.
- Applied the **Mongoose Library** connected to **MongoDB** to track user, product, and order information.
- Utilized the **EJS Templating Engine** for **JavaScript** to render **HTML** pages dynamically on the server.
- Implemented user authentication using **REST APIs**, sessions & cookies, and file handlings using **Multer**.
- Enhanced knowledge in **backend (server-side) development** and **database management**.

### Game of ChamberCrawler3000+

(Jun 2022-Jul 2022)

- Developed the role-player game using **C++** and the **object-oriented programming (OOP)** principles.
- Optimized testing and debugging efficiencies by implementing both regular player and developer modes.
- Utilized the **observer/decorator design patterns** and designed a **UML** that reflects the program structure.
- Collaborated in a software team by using **GitHub** for version control and issue tracking.

## RELEVANT SKILLS

**Markup & Programming Languages:** Bash, C, C++, HTML/CSS, Java, JavaScript/TypeScript, Python, Scheme.

**Database & Data Analytics:** MongoDB, MySQL, NoSQL, PostgreSQL, R, SQL, Tableau, Transact-SQL.

**Tools & Frameworks & Libraries:** Bootstrap, Express.js, Linux, Node.js, React, REST APIs, Spring Boot.

**Version Control & Issue Tracking & IDE:** Git, GitHub, GitLab, IntelliJ IDEA, JIRA, VS Code.

**Languages (Verbal & Written):** Mandarin & English (Proficient), French & Spanish (Familiar).