

EDUCATION

B.Sc. Computing Science — Simon Fraser University

December 2025

Minor in Interactive Arts & Technology

Relevant Coursework: Computational Data Science, Database Systems, Operating Systems, 3D Animation, Multimedia Programming for Art & Design, Requirements Engineering

TECHNICAL EXPERIENCE

Computer Programming Instructor

July 2025 - Present

Atlas Academy

Richmond, BC, Canada

- Develop and deliver a Python and Linux based curriculum for ages 9-16, covering bash, file systems, GitLab version control, and Raspberry Pi hardware programming through project-based learning.
- Build automated setup scripts for student file management and curriculum deployment, streamlining workflows and providing real-time technical support.

Developer & Research Student — 3D Modelling Ideation Tool in Mixed Reality (MR)

February – June 2025

National Taiwan University Human Computer Interaction Lab

Taipei, Taiwan

- Spearheaded the creation of an ideation tool for novice 3D modellers in the context of 3D printing in Unity for the Meta Quest 3, leveraging the Meta Interaction SDK.
- Developed an MR prototype integrating Vuforia for object tracking, Unity Sentis for on-device object detection, and the Stability AI API for 3D object generation paired with VR GUI elements using C#.

Developer & Research Assistant — Tangible Teaching Authoring Tool

May – August 2024

Interactive Experiences Lab (*ixLab*)

Burnaby, BC, Canada

- Designed and developed a ReactJS application integrated with a hardware component.
- Implemented a PostgreSQL database and backend API with Node.js and Express, with unit tests to ensure functionality before deployment, resulting in a decrease in post-deployment bugs.
- Conducted usability studies and leveraged Python Pandas for data cleaning and statistical analysis of user feedback, implementing data-driven improvements that increased task completion by 50%.

Web Developer & Designer

January – April 2023

Stefan, Fraser & Associates

Vancouver, BC, Canada

- Led a comprehensive website redesign, resulting in enhanced usability for over 200+ active users.
- Coordinated with stakeholders to develop a project plan, ensuring delivery within three months.
- Implemented an interactive assessment and content pages leveraging WordPress.
- Established documentation for design standards and maintenance workflows, creating reusable guidelines that streamlined content updates and ensured visual consistency.

LEADERSHIP EXPERIENCE

President

May 2022 – April 2024

SFU Women in Computing Science (WiCS)

Burnaby, BC, Canada

- Effectively managed an executive team of 12, resulting in double the number of initiatives and programs, leading to an increase in attendees by 250% from the previous year.
- Spearheaded the successful organization of a high school outreach event with over 100 attendees and a networking night with over 80 attendees, 16 mentors, and 4 panellists.
- Strengthened connections between students, faculty, and industry professionals through facilitating mentorship opportunities and fostering clear communication.

Lead Technical Instructor

May 2023 – January 2024

Steamoji

Richmond, BC, Canada

- Trained and supervised a team of 7 instructors in using the Steamoji curriculum containing Python, CAD, and engineering to over 60 students, increasing student interest, engagement, and attendance.

TECHNICAL SKILLS

Languages Python, C/C++, Java, JavaScript, HTML/CSS

Tools Linux, macOS, React.js, REST APIs, Git, Pandas, SQL, Unity, Autodesk Maya, Figma