UBC Science Co-op

T: 604.822.9677 | F: 604.822.9676 | science.coop@ubc.ca | www.sciencecoop.ubc.ca

Ying-Tung (Dorothy) Ger

4rd Year Major in Computer Science, Minor in Data Science
(236)-988-9833
dorothy.unicorn@gmail.com

Technical Skills

Programming Languages:	JAVA, C/C++, R, Python, SQL, Groovy, Go, Ruby, Typescript
Tools/Environment:	Github, Bitbucket, Kubernetes, AWS, Docker, Gradle, Eclipse, IntelliJ, Visual Studio Code, R Studio, JupyterLab, Oracle, MongoDB, Render
Testing:	JUnit, GDB, PyTest
Web:	HTML, CSS, JavaScript, PHP, React, Redux, Node, Express

Work Experience

Software Developer at Mailchannels, China **Jan 2023 - Aug 2023**

- Learning to use Linux terminal commands, git (Bitbucket), Kubernetes, Docker, Gradle, Groovy and Go.

Personal Project

Fruit Inventory Management – React, Redux, Node, Express, MongoDB, Render **May 2023 – Aug 2023**

- Designed and implemented a webapp for managing fruit inventory. Implemented the frontend UI with React and Redux with CSS for styling, built and tested the backend using Express and MongoDB for database management. Deployed the webapp on Render.

Scratch and Win Game – C#, Unity **Aug 2022 – Jan 2023**

- Created a Scratch and Win game using Unity UI and C#, and built this game for mobile phone.

Technical Projects

Gaming Tinder – React, Redux, Express, MongoDB, and Firebase **Jun 2023 – Aug 2023**

- Developed a gaming social network platform. Implemented authentication and user account systems enabling profile customization, friend interaction, game selection, and personalized recommendations. Deployed real-time messaging via socket.io, facilitating direct communication and gaming requests. Crafted a dynamic front-end experience, integrating interactive friend maps, user matching results, chat history, and real-time notifications with React, Redux, and Bootstrap.

UBC Course Info System – TypeScript, JS, HTML/CSS, React, express, Mocha/Chai **Jan 2023 – Apr 2023**

- Engineered an information system for UBC courses. Constructed a resilient query engine with the facade design pattern, enabling robust data parsing and local database storage. Applied rigorous testing methodologies with Mocha and Chai, and integrated mutation tests for quality assurance. Developed a RESTful web server, and created an intuitive user interface allowing detailed course queries.

Student Academic Performance Analysis– R, JupyterLab, GitHub **July 2022 – Aug 2022**

- Performed a hypothesis test using bootstrapping and t.test on a dataset that includes information of the students' residential areas and average grades, to determine whether living in urban or rural areas affected children's academic performance.

Refrigerator Tracking App – Java **Sep 2021 - Dec 2021**

- Created a Java application with graphical user interface that keeps track of the food that is placed in the refrigerator using single responsibility design principle in object-oriented design.
- Enabled data persistence using JSON object and implemented features such as loading notifications to inform the user of expired food.

Education

University of British Columbia **Sep 2020 - May 2025 (Expected Graduation)**

Bachelor of Science, Major in Computer Science, Minor in Data Science