Stephanie Fok

2B Computer Science | University of Waterloo

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SKILLS SUMMARY

- Critical and analytical thinker with excellent attention to detail
- Exceptional communication skills obtained through coaching
- Extremely efficient self learner with a passion for new technologies
- Driven and focused when working independently and in groups
- Effective team member with strong leadership capabilities

EDUCATION

University of Waterloo, Waterloo, Ontario   Sept 2016 - Present
Bachelors of Computer Science, Computational Fine Arts Option
- Developed knowledge on C, C++, and Scheme: Recursion, Mutations, Data Structures, Algorithms, Memory Allocation
- Obtained in-depth understanding of various design patterns for object-oriented programming
- Acquired knowledge on algorithm efficiency, ADT implementation and memory management

EXPERIENCE

WATonomous, Waterloo, Ontario   Jan 2018– Ongoing
Simulations Team Core Member
- Core member of student-run autonomous vehicle team, who will be competing in the 2018 SAE/GM AutoDrive Challenge
- Utilizing Unreal Engine 4 and C++ to create real-life simulations with all required objects (roads, signs, buildings)
- Users will be able to specify a desired scenario setup

Multi-Health Systems Inc., Toronto, Ontario   May 2017 - Aug 2017
Software Developer
- Developed and designed the front-end of the API Developer Portal web application, including interactive documentation pages and testing consoles for customers to call our API services from the web page
- Provided detailed documentation of the purpose, use, and implementation of our 11 API services
- Increased workplace productivity by creating a multi-platform AI chat bot to answer customer FAQs. Built using Microsoft QnA Maker, Microsoft Bot Framework, and Node.js

Chrysler Assembly Plant, Brampton, Ontario   May 2016 - Aug 2016
Production Worker
- Coordinated daily work schedules alongside supervisors to maximize efficiency
- Developed the ability to quickly learn and educate new workers along the line
- Quickly adapted to various requirements amongst several positions

LANGUAGE EXPERIENCE

- C#
- C
- C++
- Scheme
- HTML/CSS
- Javascript/jQuery
- Node.js
- R

SOFTWARE/TOOLS

- Visual Studio
- Adobe Illustrator
- GameMaker
- Unreal Engine 4
- Figma
- Api.ai
- Microsoft Azure Services
- Linux

PROJECTS

Quadris
- Latinized version of the game Tetris; created in C++
- Gameplay consists of stacking & clearing tetrominoes on a grid
- Developed game and created detailed documentation

Aspire
- 2D-platformer game created using GameMaker and C#
- Gameplay includes cannon/archery shooting and click-and-drop jigsaw puzzle
- Designed and developed game layout, original graphics using Adobe Illustrator

Wat World Web
- Web-based application created using with HTML, CSS, and JS
- Social network designed for students at UW to connect
- Developed and designed front-end