IRENE CHEUNG

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SUMMARY

Motivated BCIT Computer Systems Technology student with hands-on experience in full stack software development experience using React, Next.js, MongoDB, and Typescript. Strong foundation in programming and problem-solving, with a focus on writing clean, efficient, maintainable code. Able to adapt quickly to fast-paced environments and collaborate effectively in team settings. Core competencies include:

Collaboration and teamwork

Communication skills

Adaptability

Fast learner

Self-initiative

TECHNICAL SKILLS

Programming Languages Frameworks and Libraries Typescript, JavaScript, Python, SQL, Java, C, HTML, CSS React, Node.js, Express, Next.js, Bootstrap, Material-UI

MongoDB, MySQL, Firebase

Databases Tools/Other

Git, GitHub, Docker, Figma, Jira, Postman, Agile/Scrum, Trello, Google Analytics

WORK EXPERIENCE

Junior Full Stack Developer | Shop This City | Website

April 2024 - Dec 2024

React, Next.js, Typescript, Material-UI, Node.js, MongoDB, Google Analytics, Fly.io, Postman, Figma, Agile

Remote

- Designed and implemented a back-end microservice using the Google Analytics API to track product performance metrics (e.g. sales, favourites), enabling data-driven decision-making and goal tracking
- Built a front-end admin analytics interface that utilizes data from the back-end microservice to create an intuitive, filterable interface for admins to monitor product performance
- Contributed to building the front-end wholesale application by developing key interfaces such as the order summary and order details page to streamline ordering processes between store partners and wholesalers

Optometrist Assistant | Wink Optometry and FYidoctors

- Collaborated effectively with an interdisciplinary team of up to eight staff members working alongside seven optometrists to deliver timely, efficient, and high-quality patient care
- Conducted patient intake and pre-testing procedures, ensuring clear and transparent communication to keep patients informed and comfortable throughout the entire eye exam

PROJECTS

Full Stack Developer and Team Lead | "Näborly" | GitHub | Website | Figma | Trello JavaScript, jQuery, HTML, CSS, Bootstrap, Firebase, Agile, Figma

Oct – Dec 2023

- Collaborated with a team of two peers to build an application designed to help newcomers integrate into their communities through a game-like experience that encourages community exploration
- Developed key interfaces including the landing page, user profile, quest list, review system, and bookmarking functionality
- Delegated tasks and managed project progression to ensure timely completion of the project

Front-End Developer | "Schedulize" - QDS Hackathon | GitHub | YouTube Node.js, JavaScript, MongoDB, HTML, CSS

Mar 2023

Collaborated with a team of five to create a web application aimed at enhancing student well-being by generating personalized schedules that break large tasks into manageable segments

- Incorporated students' peak productivity times and prioritized tasks based on deadline proximity and importance
- Led the design and front-end development, creating a visual appealing and intuitive user interface to enhance user experience

Front-End Developer | "What's in Your Fridge?" | GitHub

Dec 2023

JavaScript, jQuery, HTML, CSS, Bootstrap, API integration, DOM manipulation

- Developed a web application integrated with the Spoonacular API that customizes recipes based on what is in users' fridges
- Implemented an ingredient-based recipe search and modal display of results

Developer | "Chocopass" | GitHub

Nov - Dec 2023

- Python
 - Built a command-line, text-based game that features a grid-based environment where a player can move a character in four cardinal directions to accomplish an objective
 - Created a comprehensive suite of 95-unit tests to ensure high standards of code quality
 - Applied critical thinking skills to resolve unexpected issues through troubleshooting, debugging, and conducting thorough data analysis

Developer | "Save the Platypus" | GitHub Java, JavaFX

Mar 2024

- Developed a 2D game where players control a platypus to dodge enemy projectiles and increase difficulty by advancing levels
- Applied object-oriented programming (OOP) principles such as classes, inheritance, and encapsulation to design modular and reuseable game components, enhancing code readability and scalability
- Implemented dynamic gameplay mechanics such as random projectile generation and speed progression, to provide an engaging and challenging experience for players

EDUCATION

Computer Systems Technology (CST), Cloud Computing option

Sept 2023 – Dec 2025 (Est)

Vancouver, BC

Kev courses:

- Web development
- Object Oriented Programming
- Relational Database System

- Cloud computing
- Procedural Programming
- Mobile Development

Bachelor of Science Degree in Biochemistry (First Class Honours)

University of Calgary, GPA: 3.9/4.0

Sept 2016 - Apr 2021 Calgary, AB

EXTRACURRICULAR LEADERSHIP

British Columbia Institute of Technology, GPA: 93%

Vice President of Outreach and Social Media Director | Women in Computing | Website British Columbia Institute of Technology

May 2024 – Present

- Organized and led a guest speaker event with an Amazon software engineer where he shared insights from his two years at Amazon to inspire and educate students about the tech industry
- Coordinated a company tour with SAP, facilitating valuable industry connections for BCIT students and providing first-hand exposure to real-world tech environments to support career development, attracting around 50 attendees

Club Co-President | Pre-Optometry Student's Association

Sept 2018 – April 2021

University of Calgary

- Partnered with Lion's club to collect and donate used glasses to support low-and middle-income communities worldwide
- Organized and facilitated an optometry school visit with SUNY Optometry and a student presentation with an attendance of 30 students