

JENNELLE WONG

PORTFOLIO 2016

Hi, I'm Jennelle...

I'm a recent graduate of Mechatronics Engineering at University of Waterloo. I like to build and tinker and I'm looking for a full-time position.

During my undergraduate, I've worked a total of 6 co-op placements at a number of tech companies in Toronto and San Francisco.

I am now looking to pivot from my UX and software experience to bring my passion to product design and solutions.

SKILLS

design

Wireframing
Rhino
Keyshot
SolidWorks
AutoDesk Inventor
AutoCAD
Cadence
InDesign
Illustrator

embedded

SMT Soldering
PCB Layout
PLC

development

Java (Android)
C
Ruby
HTML CSS JS
PHP

HOBBIES + INTERESTS



tinkering
+ diy



software
development



design



woodworking



adventurous
eater

EDUCATION

BACHELOR OF APPLIED SCIENCE HONOURS MECHATRONICS ENGINEERING (CO-OP)

University of Waterloo
Sept 2010 - June 2015

EXPERIENCE

ANDROID DEVELOPER

Wattpad | Toronto, Ontario | Sept 2014 - Dec 2014

SOFTWARE ENGINEER INTERN (ANDROID)

if(we) - formerly Tagged | San Francisco, California | Sept 2013 - Dec 2013

MOBILE PAYMENTS SOFTWARE ENGINEER INTERN

Visa Inc. | Foster City, California | Jan 2013 - Apr 2013

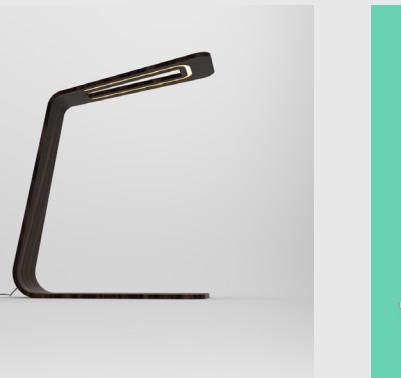
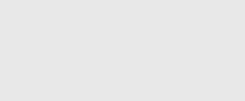
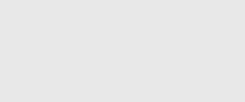
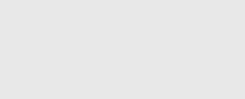
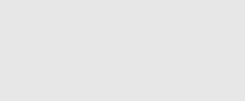
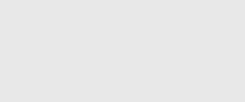
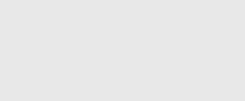
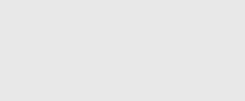
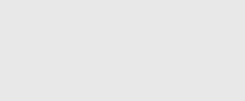
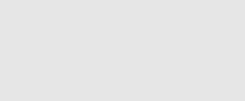
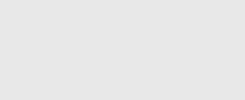
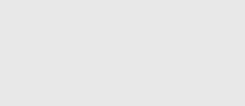
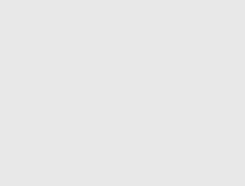
JR. PRODUCT MANAGER / UX DESIGNER

Communitech | Kitchener, Ontario | May 2012 - Aug 2012

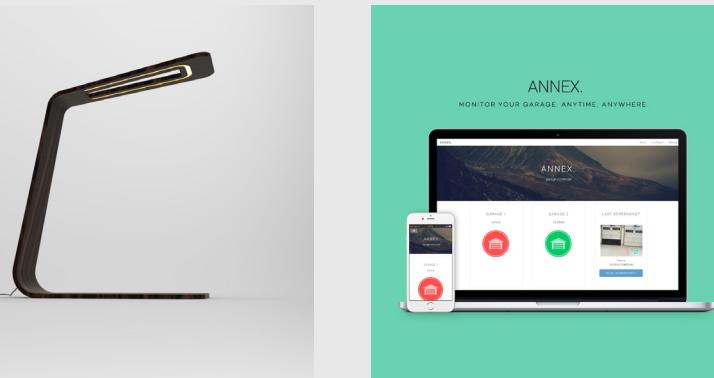
AGILE DEVELOPER

points.com | Toronto, Ontario | Aug 2011 - Dec 2011

...and this is **some** of
my work



Lära



ANNEX.

A personal study on using
bent lamination technique



tag'd

Monitor your garage -
anytime, anywhere



Laptop Prop

An exercise in 3D-printing
and entrepreneurship



Wattpad Logger

Graphic tool for user-
submitted error reports

Lära

A current work in progress to learn more about bent lamination

The name comes from the Swedish verb **lära sig** which means to learn or to study.

I have always been interested in Lighting and Furniture Design and I wanted to try a more contemporary woodworking technique.

This is a current work-in-progress in designing and building my own desk lamp.



Scandinavian design.

When I think of bent lamination, I am immediately drawn to the POÄNG armchair by IKEA - a staple of my childhood.

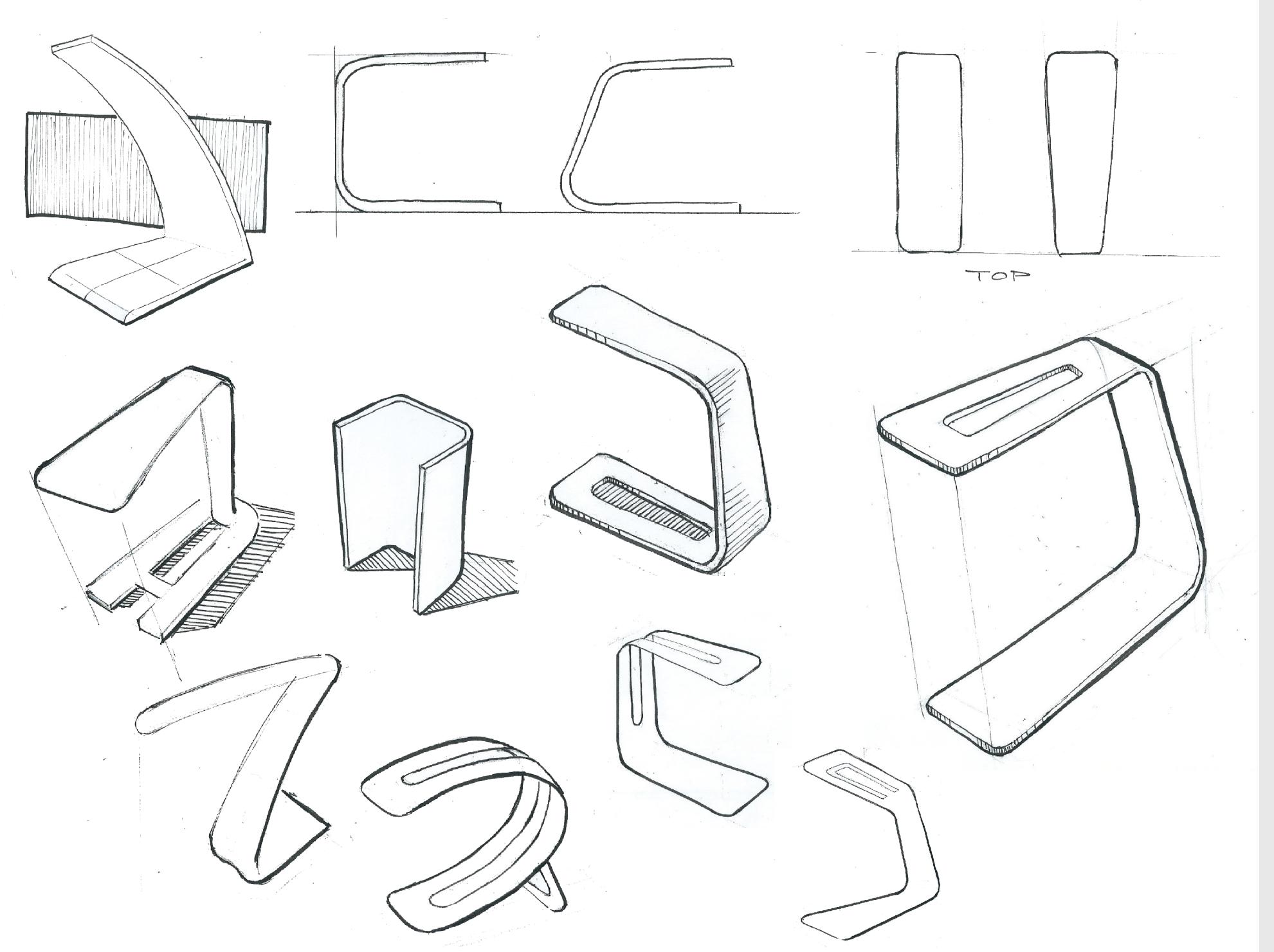
In fact, my parents still own a pair of POÄNGs that they built together when they met.



I knew I wanted to pursue a unibody construction that looked clean, elegant and inspired by Scandinavian design.



03

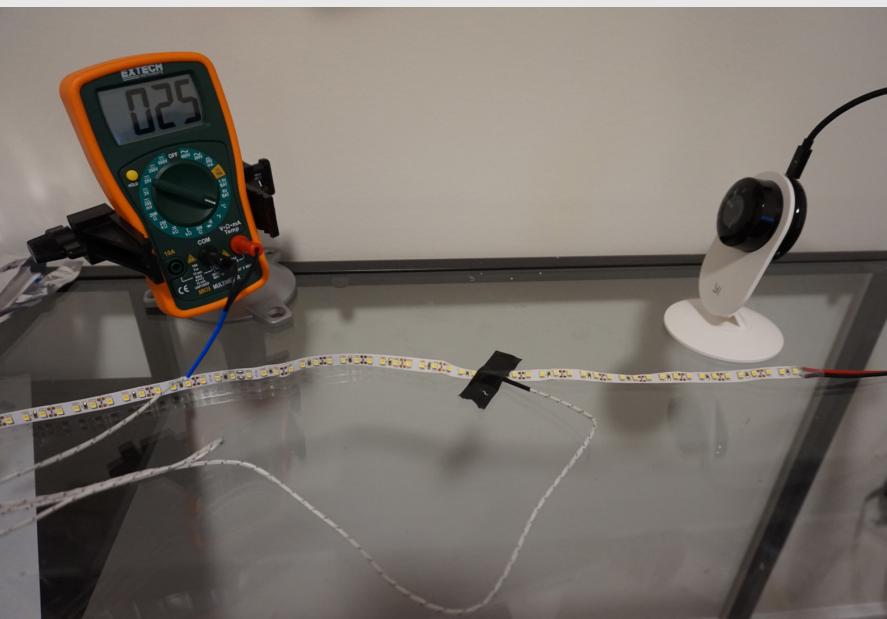


After acquiring all the electronic components, I opened up the power switch to check if there was sufficient circuit protection.

04



The rocker switch has no built-in protection, so I built one to be soldered into the lamp during final construction.



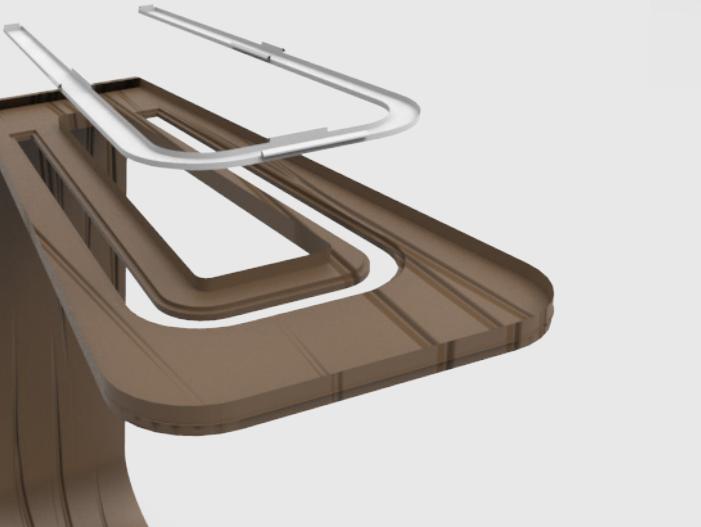
Next, I set up a 24-hour test run to determine expected temperatures and/or if I need to make some changes to deal with the heat output.



To construct the body, I will be doing it in two parts - an outer and inner half.

A slot has to be routed out to run the wiring up the body.

The inner half will then be glued to enclose the wiring.



The recessed cavity in where the LED strip sits will also be routed out. This include a ledge for the plastic diffuser to snap into.

The diffuser for the lamp be 3-D printed, likely sanded and epoxied for a polished finish.

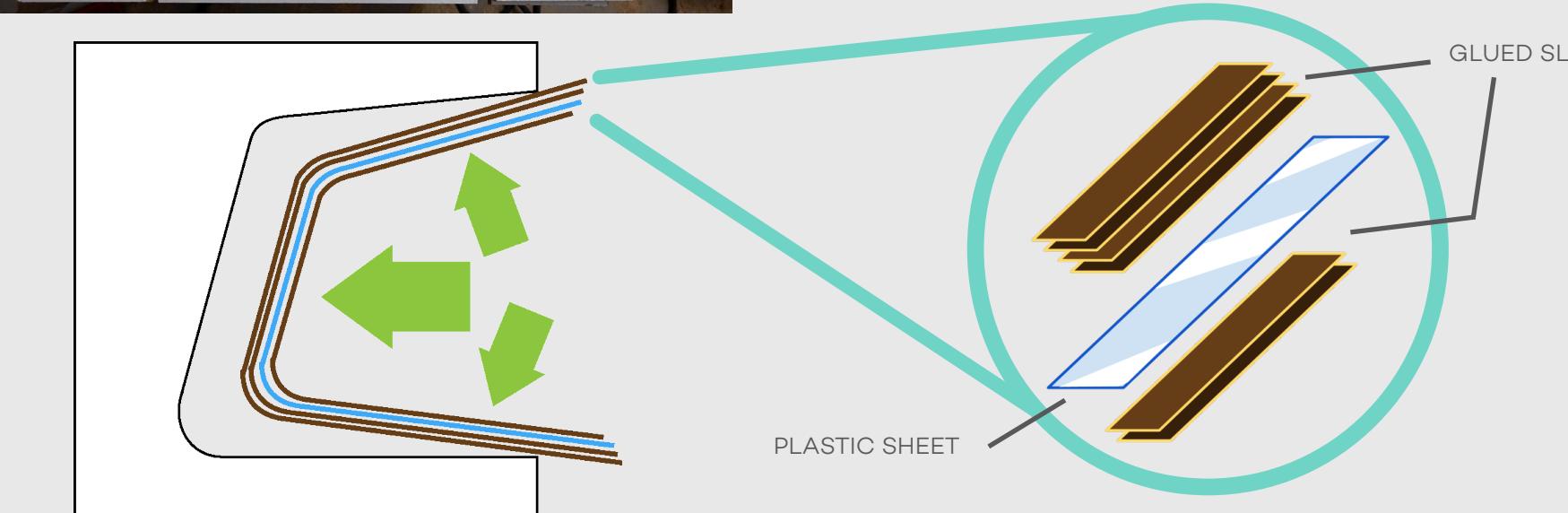
Before ripping any lumber into thin slats, I needed a zero clearance insert for my table saw.

This will prevent any tearout when ripping wood slats for lamination.



Currently, I am working on the bending form - I saved both portions in case I want a two-part bending form.

The glued slats will be separated by a plastic sheet to form the inner and outer half for construction.



ANNEX.

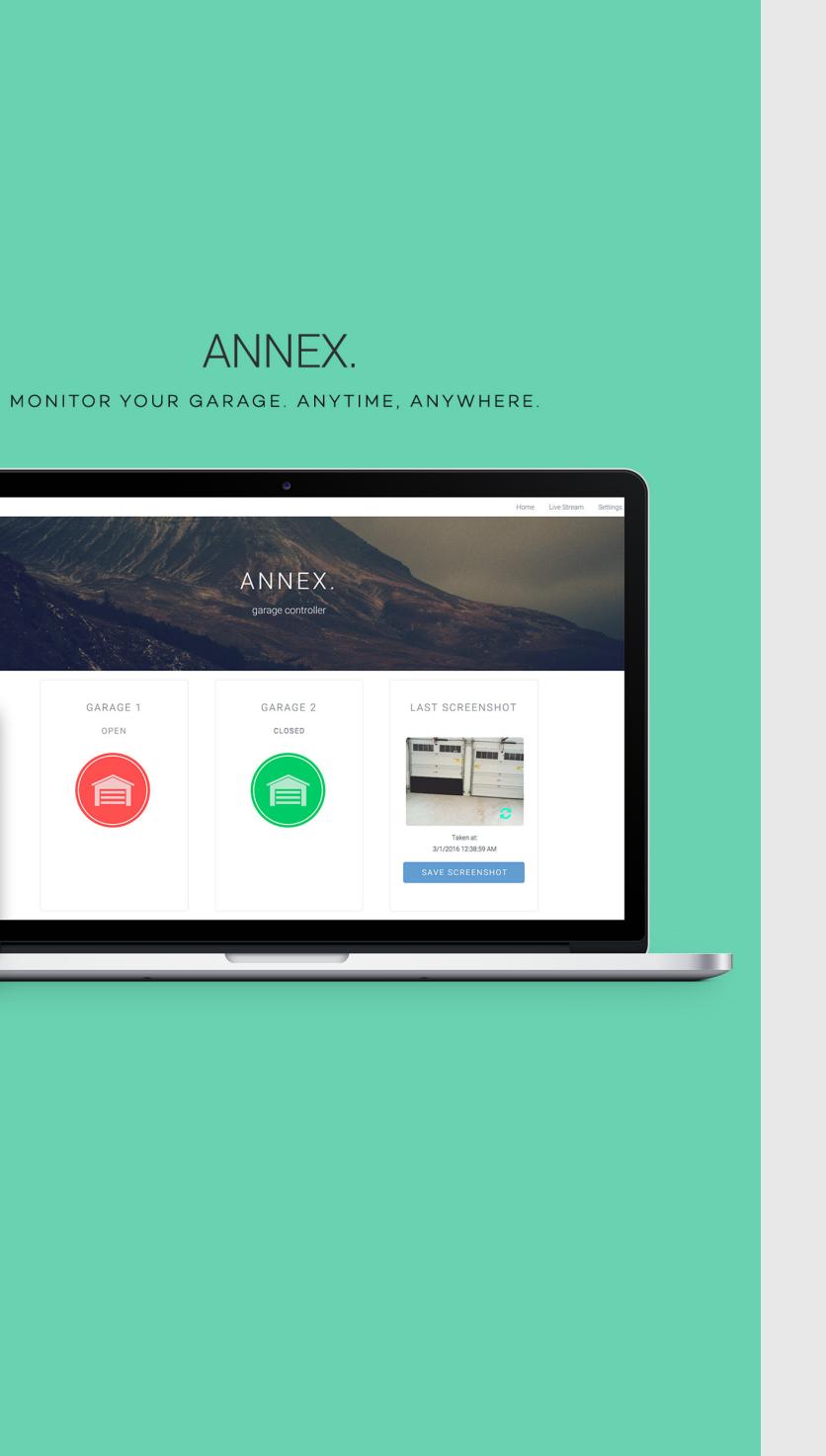
An open-sourced Arduino garage monitor

Left home and not sure if you've left your garage open? With ANNEX, you can monitor your garage - anytime, anywhere.

Version 2 is currently in the works to improve security through PIN verification and will include the addition of text notifications.

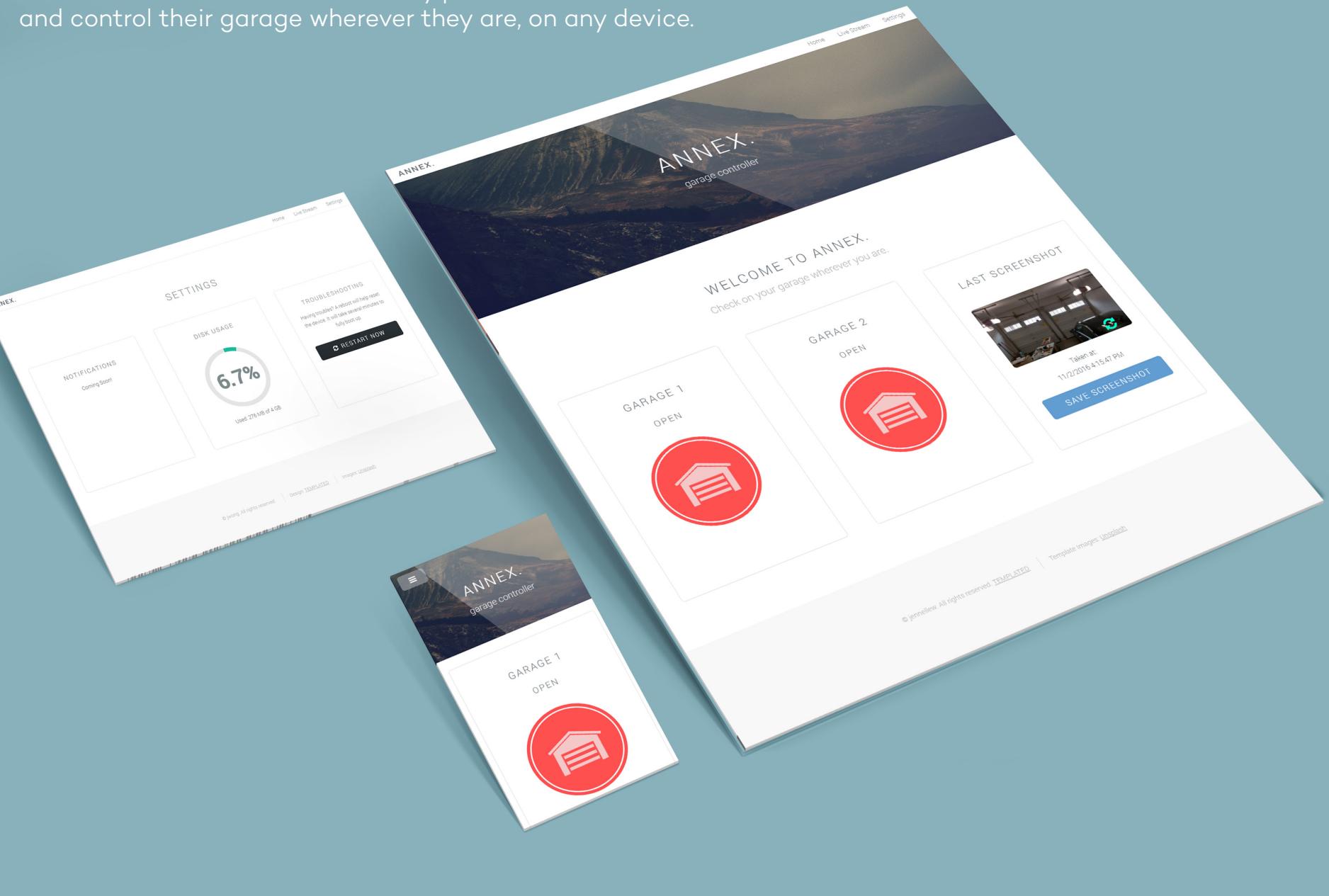
Visit the link below for the Instructables **community featured** tutorial!

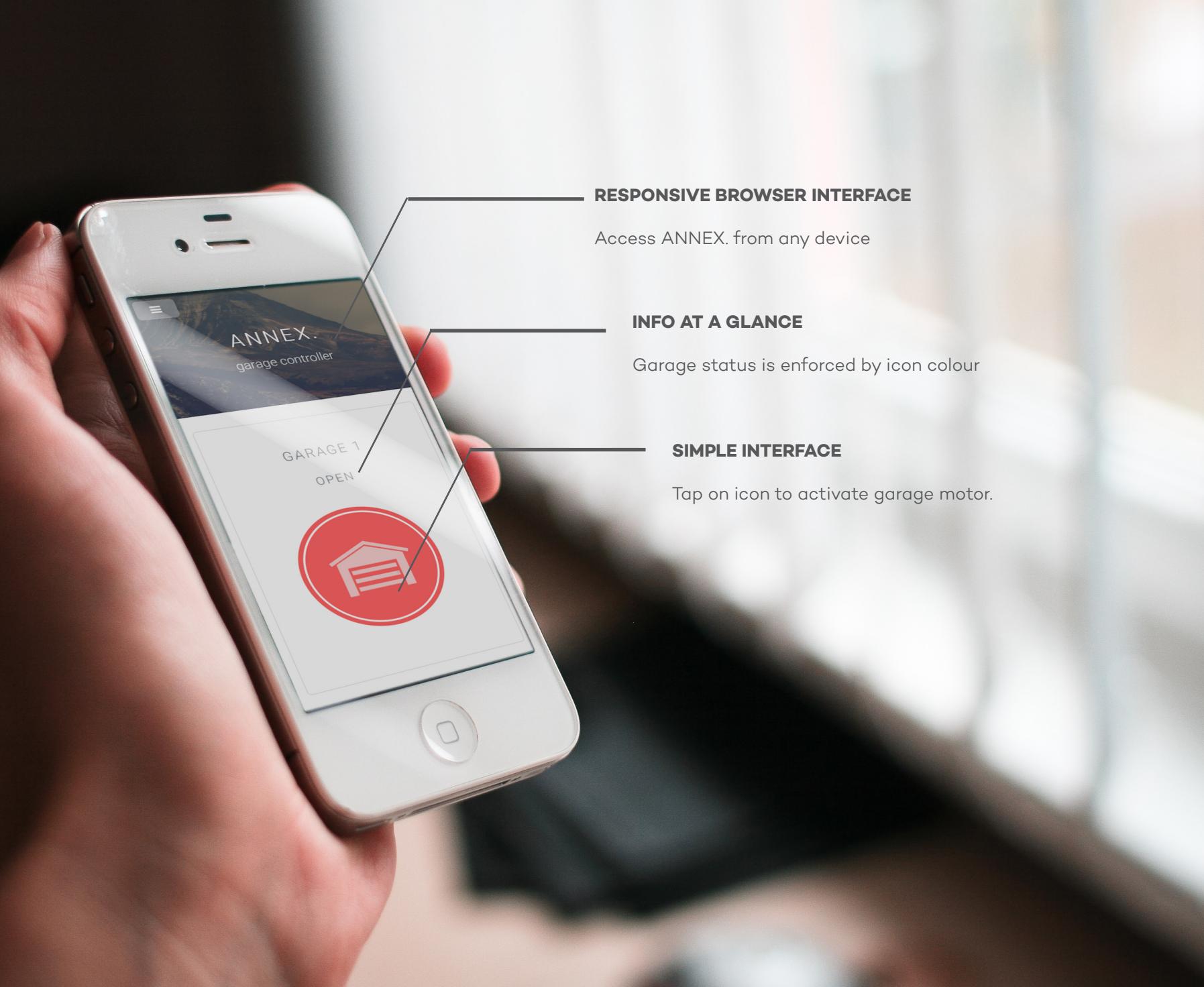
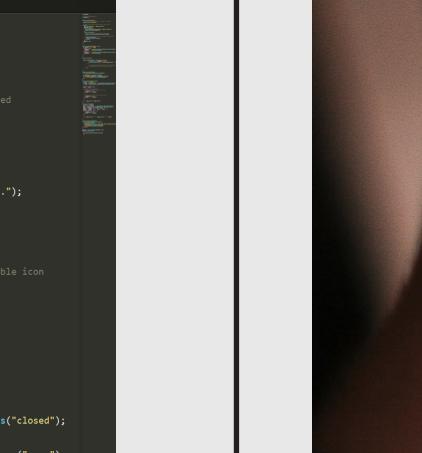
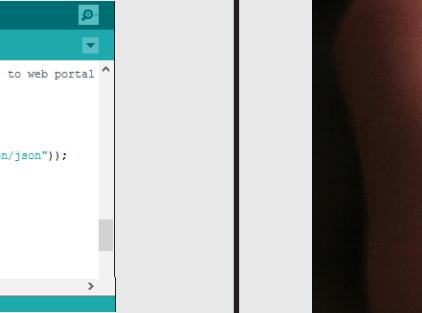
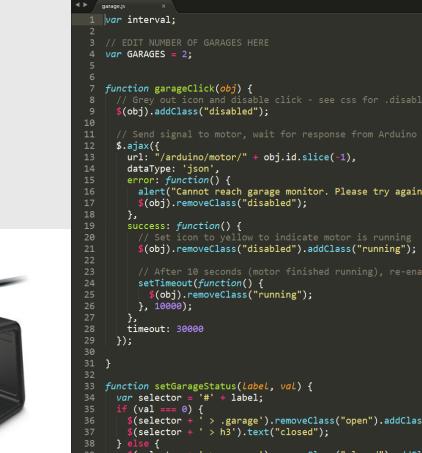
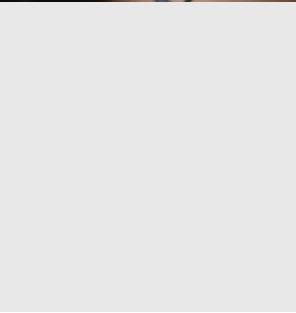
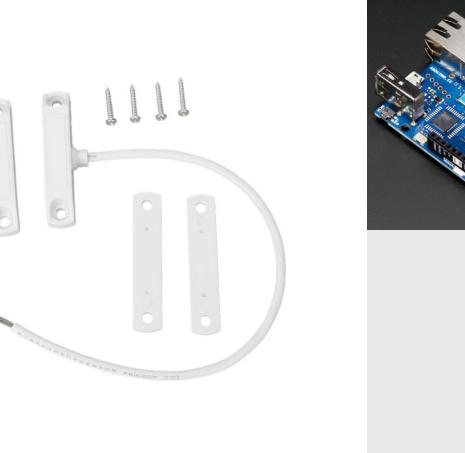
www.instructables.com/id/Annex-an-Arduino-Yun-Garage-Monitor/



My parents often leave the house only to pull back into their driveway to check if they left their garage open.

I wanted to create a solution for my parents to monitor and control their garage wherever they are, on any device.





tag'd

A portable laser tag system designed with a textile twist

Initially developed for combat training, laser tag has long been limited to the indoor arena experience. Its equipment is bulky and heavy, detracting from the overall gameplay experience.

tag'd aims to redesign and bring the key elements of laser tag to players everywhere.

I was the Hardware Lead and Lead Designer; I was responsible for the R&D, construction and software integration with custom sensors in our play vest and “shooter” glove combo.

This project was the culmination of Waterloo Engineering Capstone Project and was showcased at the **ECE Design Symposium 2015**.



Image provided by Laser-Tron



“I’m uncomfortable when I see kids running with shooters **resembling firearms**.”



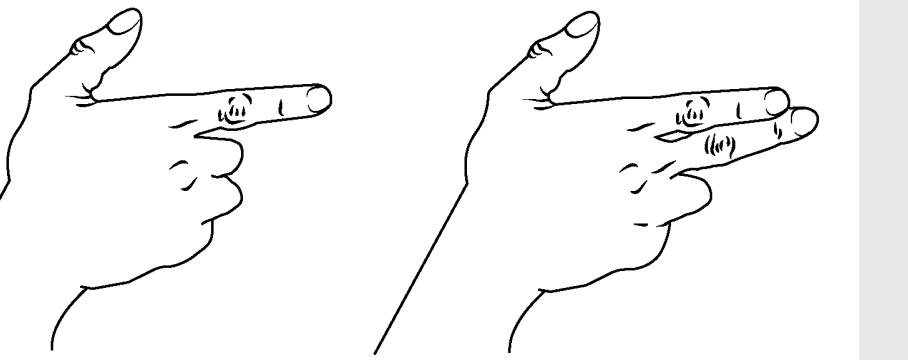
“It’d be nice to bring back the **nostalgia** of running around.”



“We want something **convenient** and **easy** to set up.”



ONE-HANDED SHOOTING GESTURES

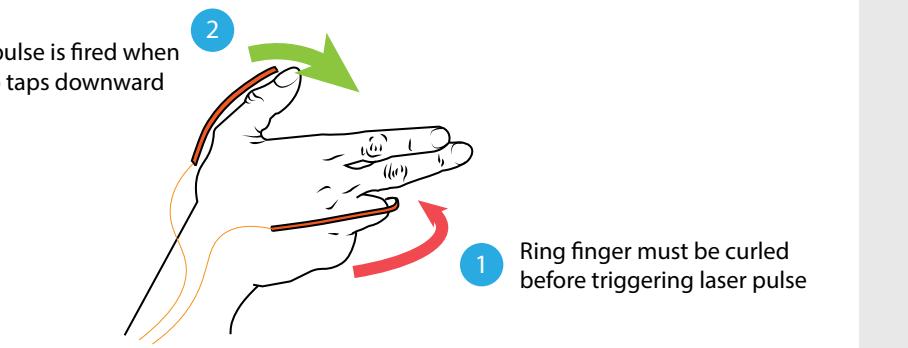


In place of the typical bulky shooter, tag'd uses a glove that detects a "trigger" action to shoot off a laser pulse.

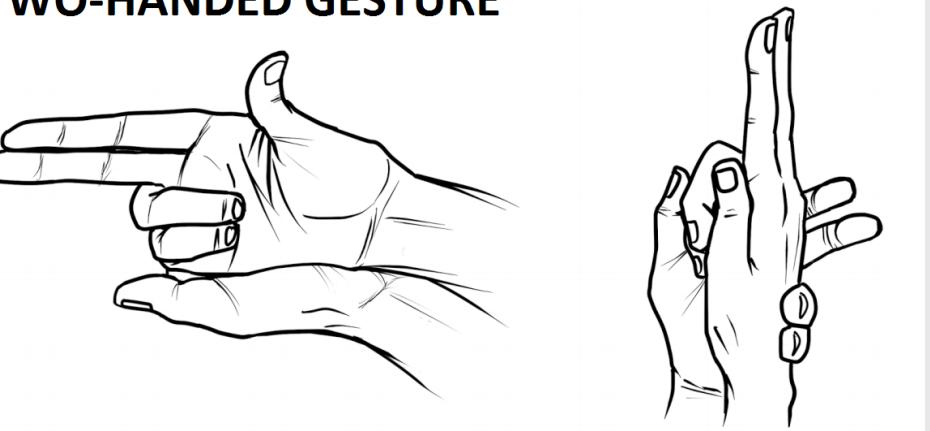
The first couple designs looked at flex and pressure sensors. They can be easily embedded into textiles, making them ideal for the application.

Unfortunately, preliminary testing proved response time was a debilitating issue.

FLEX SENSORS

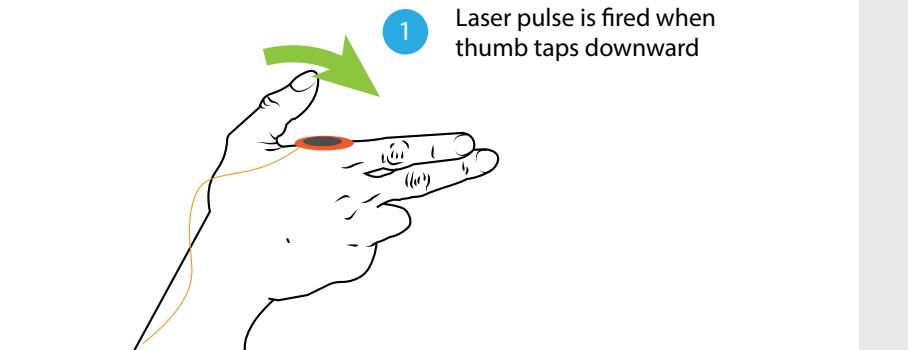


TWO-HANDED GESTURE



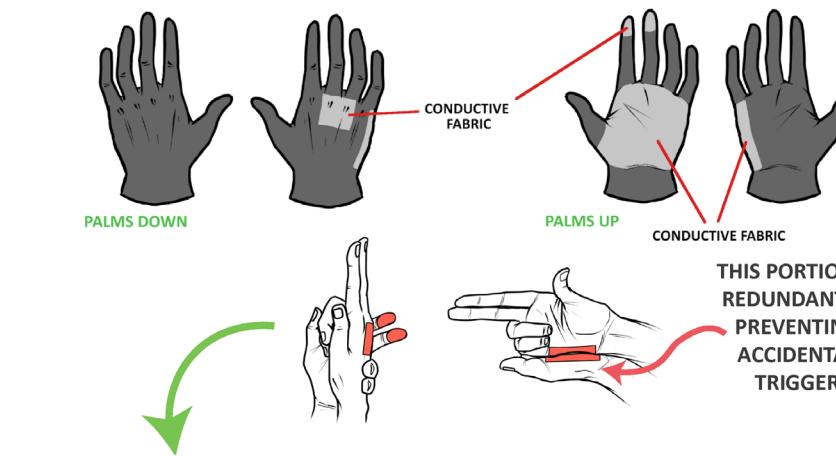
After some further brainstorming, the team explored the idea of a two-handed gesture. For those who wanted stability when aiming, it was natural to gravitate to a two-handed pose.

PRESSURE SENSOR



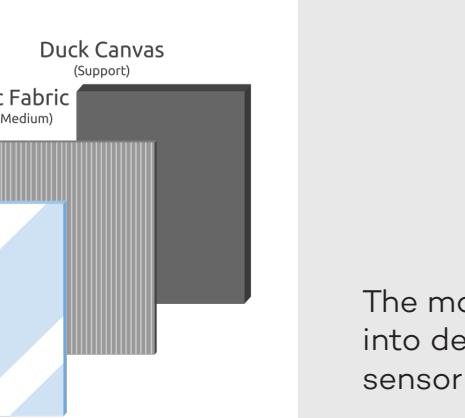
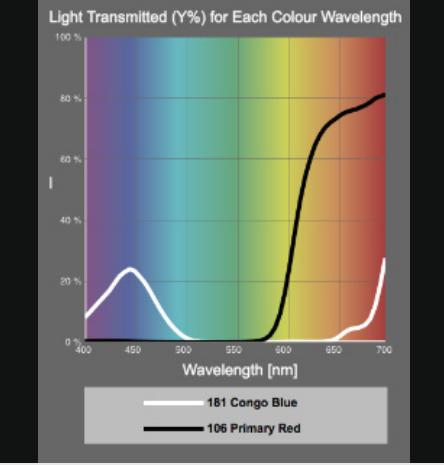
ITERATION 2 - CONDUCTIVE FABRIC

ORIGINAL DESIGN - "COMPLETE-THE-CIRCUIT"



REDESIGN - TEXTILE CAPACITIVE SENSOR



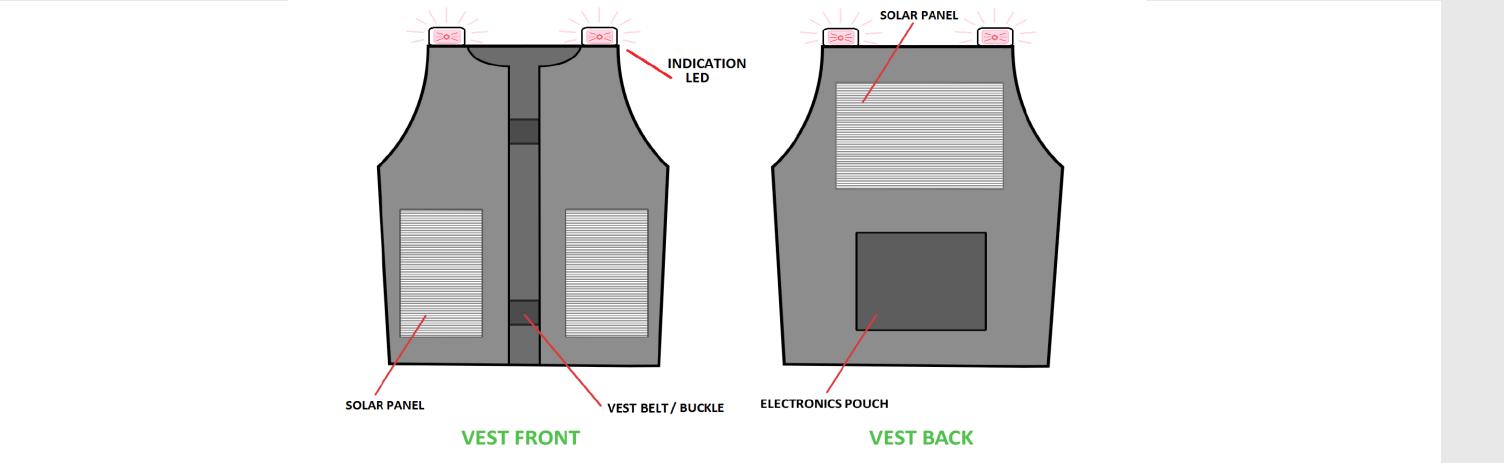


The majority of R&D went into developing an **all-textile** sensor patch.

The team tested a number of materials including: flexible solar panels, reflective fabrics and light filters.

After months of testing, the team developed a sensor patch using **fibre optic fabric**.

Each individual vest has a dedicated electronics pouch that handles all the processing, communication with the base station and a battery to provide hours of endless gameplay.



The base station is the heart of tag'd.

From any Wifi-enabled device, users can configure the gameplay (Capture the Flag or Free-For-All), view score breakdowns and manage other settings.

TAGGED

Settings

GAME DURATION: 10:00
GAMEPLAY MODE: Free for All

Roster

TEAM A PLAYERS

1
3

TEAM B PLAYERS

2
3
4

» ADD PLAYERS

TAGGED

Roster

PLAYER POINTS

1 0
2 2
3 2
4 1

» START GAME

TAGGED

TIME REMAINING 09:30

Roster

PLAYER POINTS

1 0
2 2
3 2
4 1

» STOP GAME

CAPACITIVE TOUCH SENSOR

Provides visual feedback on player's status

LED INDICATORS

IR LED 900 nm IR LED to shoot IR beam

IR BEAM FIRING GLOVE

- Traditionally bulky equipment replaced by slim, lightweight glove
- Glove's IR beam triggered by capacitive touch sensor
- Fibre optic fabric acts as medium for light to travel through
- Connected to IR photodiode which detects IR beams fired from glove

FIBRE OPTIC FABRIC SENSOR

- Lightweight, flexible and truly wearable fabric light sensor
- Glove's LED indicators reflect the same information as those on the vest

NFC READER

Stowed away in the front of the player's vest - used for registration and scoring

WIRELESS COMMUNICATION

Bidirectional wireless communication of player and game information between player vest and base station via XBee using 802.15.4 protocol [2]

BASE STATION

- Creates a game 'arena' in the form of a network, with range 80ft, that players can join
- XBee 802.15.4 Wireless Communication [2]: Base station tells players game status
- Contains: Arduino Yun, XBee, LCD, battery

FRONT OF VEST

BACK OF VEST

VEST FRONT

VEST BACK

BACK POUCH

FRONT POUCH

9V

Arduino YUN

xBee

fritzing

tag'd

YOUR GAME. ANYWHERE. ANY TIME.

BACKGROUND

We just wanted to be able to take the fun with us wherever we went. What better way than to make a lightweight, flexible and durable laser tag system? Go ahead — toss it in your suitcase and take it to the arena of your choice.

GAMEPLAY

Team Mode (Capture the Flag)
Teams compete by trying to capture each other's flags.

Free-for-All Mode
Players attempt to scan the maximum number of flags.

Laptop Prop

A simple, economical option to improve ventilation and ergonomics of laptops

Design a product and provide an analysis on customer needs, marketing strategies, the product's market segment and risks.

This project was a 2-week group exercise in developing experience with 3D printing, prototyping and roadmapping the development and bringing a product to market.

I was responsible for conducting market research, providing a marketing strategy and designing our product.

Laptop Prop



HIGH COST



FIXED

BUDGET

HIGH COST

FIXED

BUDGET



HIGH COST

FIXED

BUDGET



HIGH COST

FIXED

BUDGET



HIGH COST

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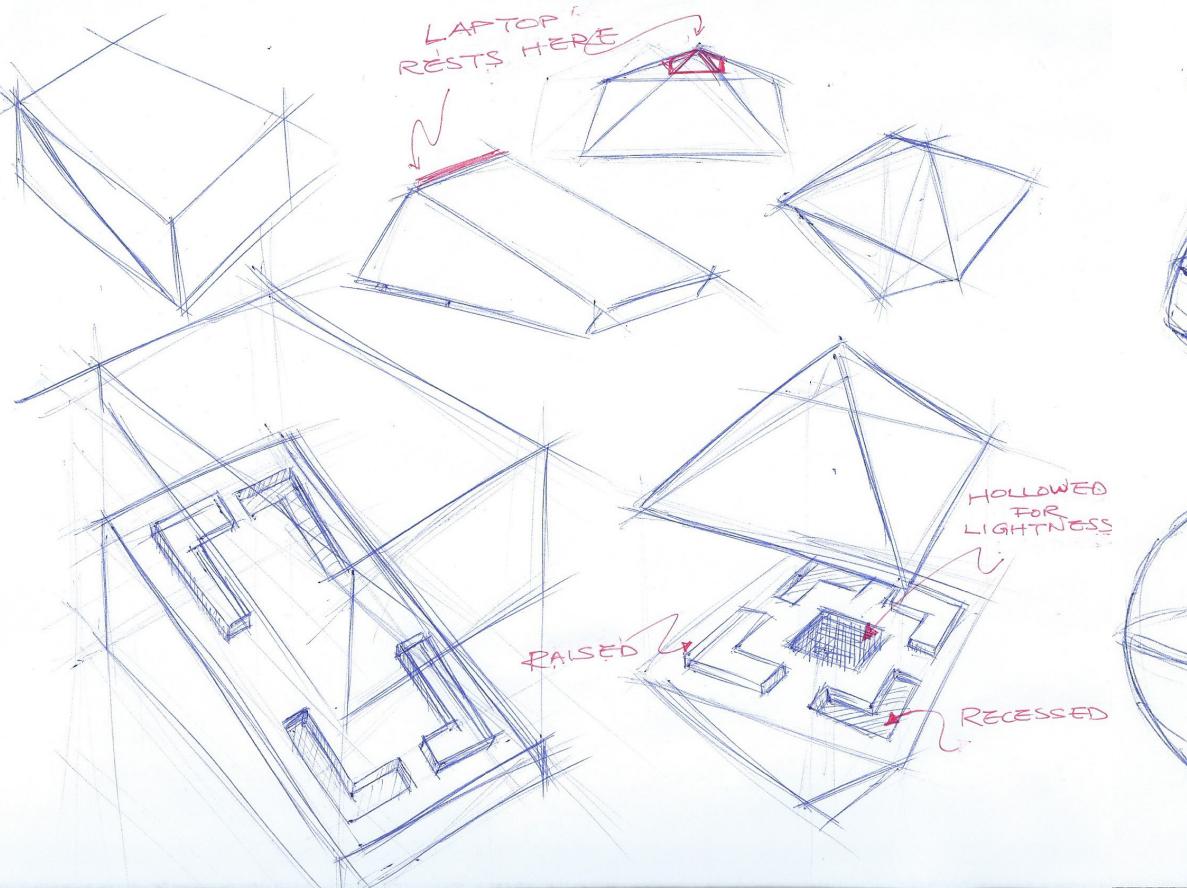
HIGH COST

FIXED

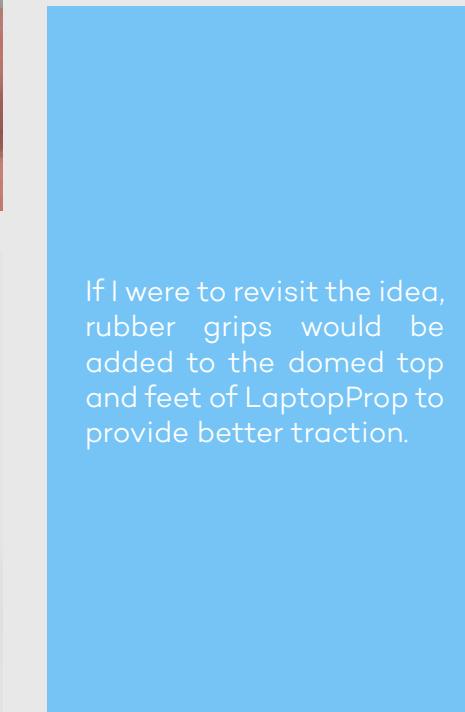
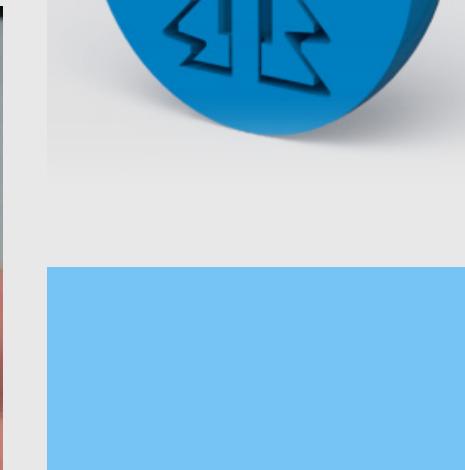
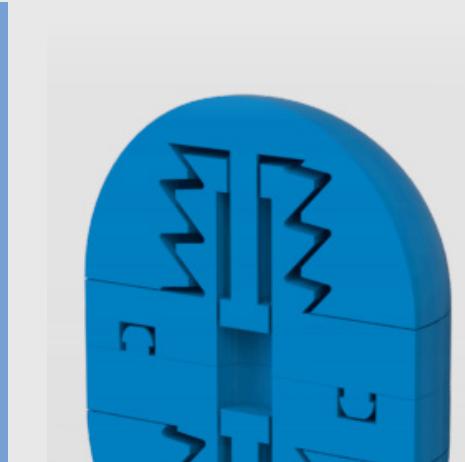
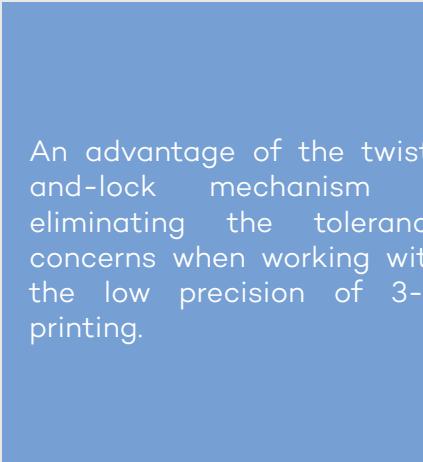
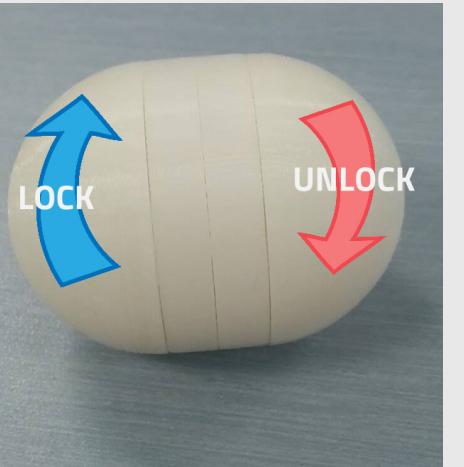
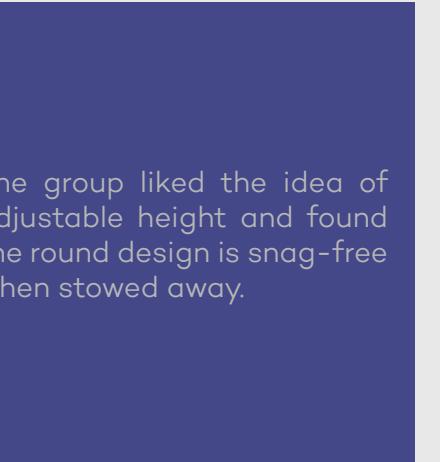


After consulting some literature on ergonomic workspaces, keyboards should be inclined at an angle of 20° or less.

This information provided a basic metric for the product's height.



To drive the ideation phase, I decided to consider interlocking parts so the product could be stored away easily. I explored some simple geometric forms, keeping in mind that the final product was to be 3-D printed.



If I were to revisit the idea, rubber grips would be added to the domed top and feet of LaptopProp to provide better traction.

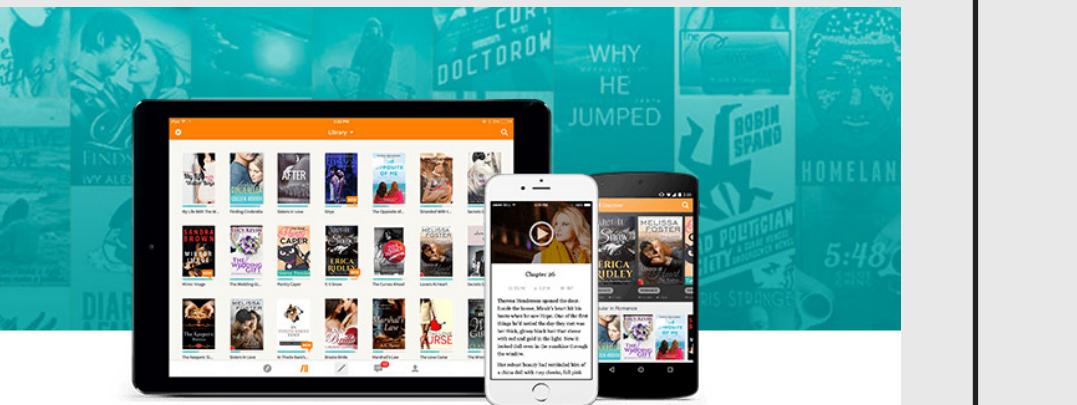
Wattpad Logger

A low-resource, asynchronous logger for user-submitted bug reports.

Wattpad is a social story sharing platform that relies on its mobile platform heavily.

Revamp the current logging system in Wattpad's Android app so that developers can get more meaningful information out of user-submitted bug reports.

This was completed in the last two weeks of my co-op placement at Wattpad as a developer on the Android team.



About Wattpad



Infographic provided by Wattpad



of the top 100 free apps have a rating of 4+ stars



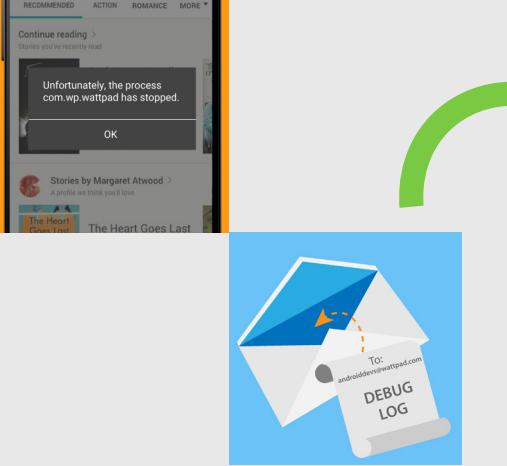
will not download an app rated lower than 3 stars



leave a rating or review after a negative experience

To maintain Wattpad's momentum in mobile growth, it is crucial to address and fix debilitating bugs.

The largest resource stem from user-submitted reports. However, the original implementation makes it difficult to understand.



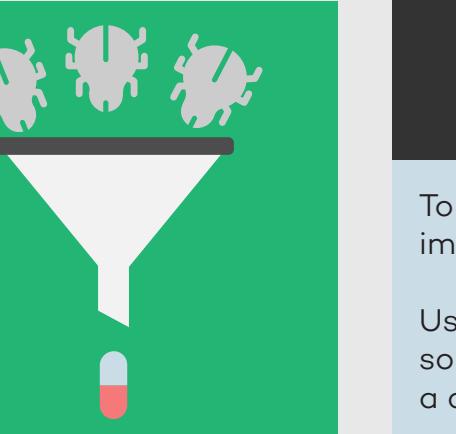
```

1 [[ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/
[REDACTED]
2 [ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/
[REDACTED]
3 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
makeHttpRequest url: http://a.wattpad.com/
[REDACTED]
4 [ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/cover/
[REDACTED]
5 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
makeHttpRequest url:
[REDACTED]
6 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
not in cache http://www.wattpad.com/api/

```

There is an abundance of information, but not very helpful when trying to find where bugs occurred.

Often, developers would have to contact the user in order to recreate the bug.
This was a major bottleneck and has delayed the team on releasing a fix.



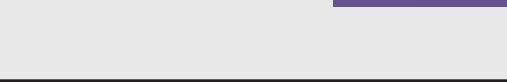
android ↔ iOS

To address this, I drafted a standardized logging format to improve granularity.
Using feedback from my team and iOS devs, I refined my template so it could be implemented across both platforms and maintain a consistent design language.



As a bonus, I wrote a tool to generate a more visually appealing log for both developers and support specialists.

The tool colour-codes and provides filters, allowing developers to drill down to the source of a bug and reducing the amount of follow-up with users to resolve the issue.



**DEBUG
TOOL**

ORIGINAL LOGS

```

1 [ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/
[REDACTED]
2 [ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/
[REDACTED]
3 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
makeHttpRequest url: http://a.wattpad.com/
[REDACTED]
4 [ImageUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
Setting image http://a.wattpad.com/cover/
[REDACTED]
5 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
makeHttpRequest url:
[REDACTED]
6 [ConnectionUtils] : (Wed Dec 17 16:27:01 GMT-05:00 2014):
not in cache http://www.wattpad.com/api/

```

No indication of priority (info, warn, error)
Timestamp unnecessarily long
Though not shown, logger was bottlenecked by lack of concurrency (all logging occurring on main thread).
To the user, this may cause app to appear unresponsive.

Timestamp unnecessarily long

Difficult to read - relevant info easily missed or buried

Difficult to read - relevant info easily missed or buried

NEW LOGS

```

1 2015-01-05 10:42:06:655|UTIL|V|ImageUtils|Setting image http://a.wattpad.com/
2 2015-01-05 10:42:06:655|6918|MGR|V|BaseStoriesManager|saveStoryToDb()
3 2015-01-05 10:42:06:655|1|UIC|I|SmartImageView|checkBitmapRecycled() onDraw()
IMAGE HAS BEEN RECYCLED SETTING FALBACK IMAGE -1, http://a.wattpad.com/
4 2015-01-05 10:42:06:652|6914|UTIL|V|BitmapMemoryCache|put() item into cache:
5 2015-01-05 10:42:06:648|6918|MGR|V|BaseStoriesManager|saveStoryToDb() part
exists. Updating

```

Timestamp up to 25% shorter
Timestamp converted to same timezone as servers to provide an accurate timeline of events

Logger given a dedicated thread to handle all logging tasks.

Improved granularity with new categories and priority levels

Smaller memory footprint, can hold 15% more lines

**DEBUG
TOOL**

HTML OUTPUT

Logs are colour-coded and can be filtered by category or priority			
Time	Category	Thread	Compon.
10:42:06:655	UTIL	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	ERROR	1	ImageUtils
10:42:06:655	FATAL	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
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10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
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10:42:06:655	VERBOSE	1	ImageUtils
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10:42:06:655	WARN	1	ImageUtils
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10:42:06:655	INFO	1	ImageUtils
10:42:06:655	VERBOSE	1	ImageUtils
10:42:06:655	DEBUG	1	ImageUtils
10:42:06:655	WARN	1	ImageUtils
10:42:06:655</td			

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