

Sophie Jiang

Computer Science & Business Administration 3A

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Skills

- **Languages:** C, C++, Java, SQL, JavaScript, HTML5, CSS3
- **Tools & Frameworks:** React, Bootstrap, Unity, Android Studio, Google Web Toolkit, Git, Bash, Unix, Linux

Experience

Full Stack Software Developer | Shareworks by Morgan Stanley (formerly Solium Capital) *Calgary, AB*

- Led development of internal logger that tracks specific API calls and queries to databases, allowing reduction of feature testing efforts by up to 25%; eventually rebuilt as a product feature upon client request
- Redesigned and developed numerous frontend features with Google Web Toolkit and React for the client facing side of the core product, to be used by thousands of customers
- Implemented customer-requested functionality from end to end - meeting with clients to discuss product design and scope, present proof of concepts and demo ready to ship features while providing development updates using JIRA

IT Client Support Specialist | Ontario Securities Commission *Toronto, ON*

- Provided technical support to over 600 internal end users, working in teams and independently to maintain, analyze and troubleshoot hardware/software issues
- Contributed and utilized PowerShell scripts to modify user access to databases and remotely monitor network activity, eliminating need for frequent human check-ups
- Imaged and configured laptops, working with the windows registry and BIOS to implement suitable company settings for major internal deployment

Projects

PlaceHolder | Hack the North 2019 *Sept 2019*

- A web application developed using React and Bootstrap that displays open seat availability to users in real-time
- Raspberry Pi and pressure sensors used to detect and register seat availability
- Users updated in real-time through automatic data retrieval implemented using Node.js

Biquadris *Dec 2018*

- A variation of Tetris expanded for two player competition, complete with both ASCII and XWindows graphics
- Includes various levels of difficulty and selectable special effects for an enhanced playing experience
- Developed in C++ with Xming for designing the graphical display

Meditating with VR | Hack the North 2018 *Sept 2018*

- App that displays interactive, audiovisual meditative environments to users through use of virtual reality glasses
- Designed VR environment graphics using Unity and built app used to view meditative world through VR glasses with Android Studio

Interactive Hangman *Mar 2018*

- Interactive, single-player Hangman game with ASCII visual display of game progress developed using C
- User able to play endless rounds of Hangman against system that continuously generates new words to guess

Education

University of Waterloo Candidate for Bachelor of Computer Science *Sept 2017 - Present*

Wilfrid Laurier University Candidate for Bachelor of Business Administration *Sept 2017 - Present*

Interests

Badminton • Learning Foreign Languages • Escape Room Games • Hiking Mountains • Creating Music Playlists • Snack Enthusiast