

Marie Samantha Fidelia

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EDUCATION

The University of British Columbia

BSc Major in Computer Science, minor in Data Science

GPA: 4.30/4.33, Dean's Honour List

Vancouver, BC

Sept. 2022 – Present

Relevant Coursework:

Systematic Program Design, Intro to Data Science, Data Structures & Algorithms, Object Oriented Programming in Java

EXPERIENCE

Undergraduate Teaching Assistant

University of British Columbia

September 2023 - Present

Vancouver, BC

- Lead two weekly lab sections, conduct course team meetings and assessment grading, and provide one-on-one assistance through complicated programming design challenges in CPSC 110 (Computation & Programming).

Web Developer

GISAU (Gado-Gado Indonesian Students Association of UBC)

June 2023 - Present

Vancouver, BC

- Regularly updated and maintained [GISAU's website](#) with upcoming events and relevant contents.
- Implemented a variety of new features and resolved critical bugs, leading to an increase in web user traffic with the collaboration of a developer lead and a UX designer.
- Optimized existing codebase structure by refactoring and implementing a library of reusable code components, resulting in overall development efficiency.
- Performed Git operations such as submitting and syncing code changes, branching and merging, and resolving conflicts.

TECHNICAL PROJECTS

QuickSort - [HackHarvard'23] | *React Native, TypeScript, Node.js, PyTorch, PostgreSQL*

Oct 2023

[Demo](#) | [GitHub](#)

- Created a mobile app that utilizes computer vision to categorize items based on their recycling labels, with the integration of Maps API to display nearby recycling center locations, and a data visualization feature.
- Trained deep learning model with over 20k+ images, achieving an accuracy rate of 95%.

Speech Less - [Cmd-f'23] | *React.js, Express.js, HTML/CSS, API, Figma*

March 2023

[Demo](#) | [GitHub](#)

- Collaborated in a team to build a user-inclusive summarization tool that allows users to convert written text and spoken audio into a summarized text and/or audio.
- Showcased Cohere's API on Natural Language Processing using Express.js back-end, alongside JavaScript web speech API in a React.js front-end environment, prize winner for the Diversity in CS Program.

Mars Needs Gums - [Mini Game Jam 15] | *C#, Aseprite, Unity, Plastic SCM*

March 2023

[Demo](#) | [GitHub](#)

- Built a tower-defense browser game from scratch in under 24 hours with the required theme and special object.
- Managed game concept, pixel art design, and front-end interface using Unity written in C#, along with Plastic SCM version control.

Expireminder | *Java, JUnit, JSON, SWING GUI*

Jan - April 2023

[GitHub](#)

- Built an expiry date notifier application with Java.
- Implemented both console-based UI and graphical UI with the Java SWING library.
- Managed data reading and writing with JSON objects.

TECHNICAL SKILLS

Languages: Java, JavaScript, R, Python, C#, C++

Front-end: React.js, React Native, Tailwind CSS

Back-end: Node.js, Express.js, TypeScript

Frameworks: npm, JUnit, Tidyverse, Tidymodels

Others: Git/GitHub, Jira, Confluence, Jupyter Notebook, Unity