

# Marie Samantha Fidelia

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## EDUCATION

### The University of British Columbia

BSc Major in Computer Science, minor in Data Science

GPA: 89.5%, Dean's Honour List

Vancouver, BC

Sept. 2022 – Present

### Relevant Coursework:

Systematic Program Design, Intro to Data Science, Models of Computation, 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

**Speech Less** | *React.js, Express.js, HTML/CSS, API, Figma*  
Demo | GitHub

March 2023

- 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 - Game Jam** | *C#, Aseprite, Unity, Plastic SCM*  
Demo | GitHub

March 2023

- 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*  
GitHub

Jan - April 2023

- 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.

**Internet Image Ad Classification** | *R, Jupyter Notebook*  
GitHub

Oct - Dec 2022

- Developed an advertisement detection model of given image specifications using KNN classification written in R with Jupyter Notebook.
- Trained machine learning model using an internet image ad dataset and obtained an accuracy rate of  $\pm 94\%$ .

## TECHNICAL SKILLS

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

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

**Back-end:** Express.js

**Frameworks:** npm, JUnit, Tidyverse, Tidymodels

**Others:** Git/GitHub, Jira, Confluence, Jupyter Notebook, Unity, Plastic SCM