Marie Samantha Fidelia

mariesamantha.f@gmail.com | linkedin.com/in/msamanthaf | github.com/msamanthaf | https://mariesamantha.dev/

EDUCATION

The University of British Columbia   Vancouver, BC
Incoming second-year student, BSc Major in Computer Science with Data Science minor   *Sept. 2022 – Present*

Relevant Coursework

Systematic Program Design, Intro to Data Science, Models of Computation, Object Oriented Programming in Java

EXPERIENCE

Web Developer   June 2023 - Present
Gado-Gado Indonesian Student Association of UBC (GISAU)
- Regularly updated and maintained GISAU's website with upcoming events and relevant contents.
- Collaborated closely with a developer lead and a UI/UX designer on implementing various features and bug fixes.
- Conducted periodic analysis of GISAU's website traffic to identify areas for improvement and implement effective strategies.
- Performed Perforce operations such as submitting and syncing code changes, branching and merging, resolving conflicts, and managing changelists.

Notetaker Student Assistant   September 2022 - April 2023
University of British Columbia
- Provided clear and detailed lecture notes for students with disabilities within 48 hours of lecture in the following courses: CPSC 110 (Computation & Programming), MATH 100 (Calculus I), and MATH 101 (Calculus II).

TECHNICAL PROJECTS

Personal Portfolio Website | *React.js, Express.js, HTML/CSS*   Demo | GitHub
  * Built an interactive and responsive front-end website from scratch using React.js.
  * Implemented back-end contact form submission system using Express.js Nodemailer.

Speech Less | *React.js, Express.js, HTML/CSS, API, Figma*   Demo | GitHub
  * Collaborated in a team for four 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.

Mars Needs Gums - Game Jam | *C#, Aseprite, Unity, Plastic SCM*   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*   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.

Internet Image Ad Classification | *R, Jupyter Notebook*   GitHub
  * 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 94%.

TECHNICAL SKILLS

Languages: Java, JavaScript, R
Front-end: React.js, HTML, CSS
Back-end: Express.js
Frameworks: npm, JUnit
Others: Git/GitHub, Jira, Confluence, Jupyter Notebook, Unity, Plastic SCM