Marie Samantha Fidelia

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EDUCATION

The University of British Columbia   Vancouver, BC
BSc Major in Computer Science, minor in Data Science   *Sept. 2022 – Present*
GPA: *89.5%, Dean's Honour List*

Relevant Coursework:

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

EXPERIENCE

Web Developer   June 2023 - Present
GISAU (Gado-Gado Indonesian Students Association of UBC)   *Vancouver, BC*
- Regularly updated and maintained GISAU's website with upcoming events and relevant contents.
- Implemented a variety of new features and resolve 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.

Notetaker Student Assistant   September 2022 - April 2023
University of British Columbia   *Vancouver, BC*
- 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

Speech Less | *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 - Game Jam | *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.

Internet Image Ad Classification | *R, Jupyter Notebook*   Oct - Dec 2022
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 $\pm 94\%$.

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