

# Marie Samantha Fidelia

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## EDUCATION

### The University of British Columbia

*Incoming second-year student, BSc Major in Computer Science with Data Science minor*

Vancouver, BC

*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.
- Optimized existing codebase by refactoring and creating a library of reusable code components.
- Collaborated closely with a developer lead and a UI/UX designer on implementing various features and bug fixes.
- 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*

- 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, Python, C#

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

**Back-end:** Express.js

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

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