SHANNA WANG

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EDUCATION

- *B.Sc.* Software Engineering (major), Interdisciplinary Life Sciences (minor)
  McGill University — Montréal, Quebec.   2011 – 2015
                                                                                    (expected)

EXPERIENCE

- DOBUNDLE, a social e-commerce platform.   2012 – 2014
  UI/UX Front-End Web Developer & Design — *HTML, CSS, JavaScript, JQuery, PHP, SQL*
    → Working closely with the designer to translate PSD files into working web pages.
    → Designing the CSS/Javascript animations triggered by user interactions.
    → Designing clean, simple interfaces for pages that were not mocked up.
    → Handling Ajax calls to retrieve data from the database.
    → A/B testing to make final design decisions.
    → Participated in FounderFuel 2014, a startup accelerator based in Montreal.

- KUMON, a center for after-school tutoring.   2007 – 2011
  Math/Reading Tutor
    → Tutoring children (aged 6 – 18) in math and reading subjects, both one-on-one and in groups.
    → Multitasking and prioritizing tasks.

RECENT PROJECTS

- CATCUS, a pet-ownership simulator. (School project)   November 2014
  HTML, CSS, JavaScript, JQuery, Laravel, PHP, SQL
    → Designing and developing all pages, and making Ajax calls to interface with the API.
    → Routing views through the Laravel framework, and working with cookies to save user sessions.
    → Designing database schema, using SQL queries.

- LUMINOS, a crowd-sourced, idea-sharing platform. (Unhackathon)   October 2014
  INKR, an online web-comic aggregator. (YHack)   September 2014
  Adobe Illustrator, HTML, CSS, JavaScript, JQuery, Node.js, Express.js, Mongoose, MongoDB
    → Designing and developing all pages, site logo, and making Ajax calls to interface with the API.
    → Routing appropriate URLs to their respective views through Express.js.
    → Installing, troubleshooting, and working with a Node.js server.
    → Designing database schema.

- DOTLEAP, a connect-the-dots game using LeapMotion. (HackPrinceton)   March 2014
  HTML, CSS, JavaScript, LeapJS
    → Designing the game interface and animations, and using the LeapJS SDK.

SKILLS

- HTML/CSS (Sass)
- Adobe Photoshop, Illustrator
- JavaScript (JQuery, Angular.js, Express.js, Node.js)
- PHP (Laravel)

- SQL, MongoDB
- Java, Python, C, Ruby, OCaml
  (functional programming)