

Stella Wang

Software Developer

Education

University of British Columbia

September 2018 - May 2023

Bachelor of Applied Science in Computer Engineering with Distinction

GPA: 4.00/4.33

Experience

Amazon Web Services

July 2023 - Current

Software Dev Engineer

- Developing the deployment engine that serves all Amazon and AWS services by deploying millions of packages to millions of hosts across the world everyday
- Responsible for availability and scalability of package data to the respective servers and data centers and executing deployment code on end hosts to serve applications for customers

Amazon Web Services

June – September 2022

Software Dev Engineer Intern

- Increased customer satisfaction by implementing bulk import for JSON files from S3 to Timestream
- Expedited feature launch date by 2 months by managing the user story: researching customer requirements, leading design reviews, documenting high level & low level designs, implementing a file parser in Java, implementing exception handling, testing edge cases, and updating the API model

MLH Fellowship

January – April 2022

Solana Fellow

- Extended web3.js library usability by implementing missing RPC calls in TypeScript that allow reading, writing, and executing transactions from the Solana blockchain
- Allowed full stack dApps to be created in under one hour for new blockchain developers by creating a Vue dApp scaffold and adding tutorial code snippets to the Solana Cookbook

SAP

September 2020 – May 2021

Agile Developer Intern

- Collaborated with UI/UX and product teams to develop frontend features on SAP Analytics Cloud homepage using TypeScript and Jasmine for enterprises such as Apple & Porsche
- Reduced testing time by 5 hours per week by automating frontend tests using Selenium
- Improved SAP HANA backend performance by 8% by reducing redundant SQL calls in Java

Projects

BLM Tracker - MLH Fellowship Orientation Hackathon finalist

Jun 2020

- Created a dynamic heatmap webapp that shows areas in the US with the most active BLM movement using a Tweepy twitter scraper, MongoDB database, Google Maps API, Keras/ TensorFlow data analysis, Python backend and Flask frontend

Fellow Crossing - MLH Fellowship Halfway Hackathon winner

Aug 2020

- Promoted interpersonal interactions between fellows in a remote work environment by building an online multiplayer video game using Godot Game engine and Python

Custom Operating System ([OS161](#))

Dec 2021

- Implemented critical kernel infrastructure in a teaching operating system, including synchronization primitives, processes and file tables, system calls and virtual memory in C

Skills

Languages: Java, C/ C++, JavaScript, TypeScript, Ruby, Python, SQL, HTML, CSS

Technologies: Git, React, Vue, Express, MongoDB, Jasmine, Jest, Junit, Selenium