

Shih-Pei Wang

Computer Engineering Student

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SUMMARY

Computer engineering student with software and hardware knowledge, interested in full stack development and automation. Experiences gained through relevant coursework, personal projects and hackathons.

TECHNICAL SKILLS

Languages

Java
C
Python
HTML/ CSS
JavaScript

Programs

Git
React/ React Native
FireBase
MongoDB

Hardware

ARM Assembly
Verilog
Breadboard
FPGA
Raspberry Pi

EDUCATION

University of British Columbia
Bachelor of Applied Science - Computer Engineering
Expected May 2022

TECHNICAL & WORK EXPERIENCE

Agile Developer Intern September 2020 - Present
SAP

- Working with a team to develop, test, and debug features for SAP Products including SAP Analytics Cloud, Analytics Hub, and Catalog

Fellow June 2020 - August 2020
MLH Fellowship

- Contributed to open source projects while gaining familiarity with GitHub and Git commands
- Developed features for a React Native Android app that acts as mobile code editor for Adafruit microcontrollers

Monitoring Design Team Member September 2018 - May 2020
UBC Envision Green Joule

- Integrated a light box with a multi-disciplinary team to track the growth of algae biofuel autonomously using Raspberry Pi, sensors, and Python
- Gained hands-on hardware and collaborative coding experience

Instructor April 2019 - August 2019
UBC Geering Up Engineering Outreach

- Taught at a summer camp encouraging youth to pursue STEM careers by introducing them to technology and science concepts
- Developed teaching skills such as patience, creativity and

TECHNICAL PROJECTS

Fellow Crossing

August 2020

- Designed a game using Godot game engine aimed towards increasing interpersonal interactions in a remote workspace

BLM Tracker

June 2020

- Developed a dynamic web app that displays a heatmap of the US showing areas with the most BLM movements according to data scraped from Twitter
- Backend implemented using Twitter API and MongoDB database

School Scheduler

January 2020

- Designed a chrome extension that acts as a notification hub for school assignments, labs, exams, etc., using Firebase, JavaScript, and CSS

Braille-ify

November, 2019

- Built a digital text to Braille translator with a GUI simulator and hardware prototype in Python
- GUI built using TkInter and translator implemented a Braille library in Python

Wikipedia Mediator

November 2019 - Present

- Developed a Java program that obtains data from Wikipedia through a network server and the jWiki API using JSON, Antlr, Gradle and Git

RISC Machine

September 2019 - November 2019

- Built a simple Reduced Instruction Set Computer machine with branch and memory functions on the FPGA component of a De1-SoC board using Verilog

Food Fairy

October 2019

- Developed a food waste manager application using JavaScript, CSS, and FireBase at the University of Washington hackathon
- Worked on connecting the front end of our web app with the Firebase back end

AWARDS

University of Toronto National Book Award

2018

British Columbia Achievement Scholarship

2019

UBC Applied Science Dean's Honour's List

2020