Stella Wang

Software Developer

Education

University of British Columbia Expected May 2023

Bachelor of Applied Science – Computer Engineering
Dean's Honour List (3.95/4.33 GPA)

Experience

Amazon Web Services Jun – Sep 2022

Software Dev Engineer Intern
- Unblocked Beta customers by adding support for batch loading JSON files from S3 to Timestream
- Expedited feature launch date by 2 months by completing the user story from researching customer requirements, leading design reviews, documenting high level/ low level designs, implementing a file parser in Java, to testing edge cases

MLH Fellowship Jan – Apr 2022

Solana Fellow
- Extended usability of web3.js library by implementing 2 missing RPC calls in TypeScript that allow reading from the Solana blockchain, writing transactions, and executing transactions
- Allowed full stack dApps to be created in under 1 hour for new developers by creating a Vue dApp scaffold and adding tutorial code snippets in the Solana Cookbook

Clackd (https://clackd.com) Dec 2020 – Jan 2022

Software Engineer
- Built 10+ API endpoints for a custom mechanical keyboard website startup using AWS Lambda and API Gateway and integrated them with a React frontend and PostgreSQL database
- Reduced development time for testing API endpoint by configuring Jest, designing a test template and detailing documentation for unit testing Lambda functions in JavaScript

SAP Sep 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, etc.
- Reduced testing time by 5 hours per week by automating frontend tests using Selenium
- Improved SAP HANA backend performance by 10% 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 crucial parts of the kernel infrastructure of a teaching operating system, such as synchronization primitives, processes and file tables, system calls and virtual memory in C

Skills

Languages: Java, JavaScript, TypeScript, C/ C++, Python, SQL, HTML, CSS
Technologies: Git, React, Vue, Express, MongoDB, Jasmine, Jest, Junit, Selenium