Stella Wang

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Summary

- Computer engineering student with experiences in software and hardware projects
- Interested in full stack development and data analysis
- Enthusiastic learner that loves learning new technologies while refining existing skills

Technical Skills

- **Languages**: Java, JavaScript, Python, C/ C++, HTML, CSS
- **Technologies**: Git, React, React Native, SQL/ NoSQL, Raspberry Pi, ARM Assembly
- **Courses**: Algorithms, Data Structures, Relational Databases, Machine Learning, Data Mining

Education

- **University of British Columbia** *Expected May 2023*
  Bachelor of Applied Science – Computer Engineering (Dean's Honour List)

Experiences

Clackd *December 2020 – Current*
Software Engineer
- Launching a custom mechanical keyboard website with a group of passionate and likeminded engineers in a startup work environment
- Built and integrated Lambda API endpoints and designed the format and structure for their unit tests

SAP *September 2020 – May 2021*
Agile Developer Intern
- Learned agile and scrum techniques while working on a full stack team developing SAP Analytics Cloud homepage products used by enterprises such as, Apple, Porsche, etc
- Reduced testing time by 5 hours per week by automating frontend tests using Selenium and Jasmine
- Improved SAP HANA backend performance by reducing redundant SQL calls

MLH Fellowship *June 2020 – August 2020*
Fellow
- Contributed to an opensource mobile app that acts as a Python code editor for Adafruit microcontrollers
- Added a colour wheel and copy to clipboard feature and fixed various formatting and parsing bugs

UBC Geering Up Engineering Outreach *April 2019 – August 2019*
Instructor
- Taught at a summer camp encouraging youth to pursue STEM careers while advancing gender stereotype research and improving access to resources in remote and indigenous communities

Technical Projects

Fellow Crossing - MLH Fellowship Halfway Hackathon winner *August 2020*
- Designed a video game that allows and promotes interpersonal interactions for fellows in a remote work environment using Godot Game engine

BLM Tracker - MLH Fellowship Orientation Hackathon finalist *June 2020*
- Created a dynamic heatmap that shows areas in the US with the most active BLM movement using a Python twitter scraper, MongoDB database, Google Maps API, Keras/ TensorFlow data analysis, and Flask frontend

Braille-ify *November 2019*
- Built a Python text to Braille translator with a GUI simulator using TkInter and hardware prototype using Arduino and SolidWorks