Stephanie Gu

🖂 : s53gu@uwaterloo.ca | 🕠 : stephaniegu4 | 👜 : stephgu.me | in : gu-stephanie

Skills

Languages Swift, Objective-C, C/C++, JSX, CSS

Frameworks React, UIKit, Quick, XCTest

Experience

Autodesk (Plangrid)

San Francisco, CA

MOBILE ENGINEER

Jan. 2020 – Apr. 2020

- Developed and improved high customer value features in the photo gallery for the PlanGrid iOS appusing MVC and Flux architectural patterns in Swift and Objective-C
- Communicated closely with design and backend to develop filter and sorting feature end-to-end
- Designed efficient architecture of features to ensure performance with large photo libraries
- Wrote unit tests using testing frameworks Quick and XCTest
- Implemented then wrote tests for same sorting feature in Android app using Kotlin
- Debugged various problems related to pointers and threads, circular dependencies, UI and more

Osellus Mobile

iOS DEVELOPER

May. 2019 – Aug. 2019

• Worked closely with CTO to make significant contributions to the company flagship app using Swift

- Designed the implementation of new chat feature and took full ownership of its development
- Applied asynchronous programming to implement faster, optimized user experience
- Improved performance of app features by reorganizing data structure for large volumes of data

Projects

EcoStore (Hack the North) - Swift - https://github.com/stephaniegu4/EcoStore

- Lead development of iOS app which gamifies recycling to create incentive for users to recycle more
- Created an image recognition model using Microsoft Azure and Core ML to verify recyclable material
- Communicated with web API for user authentication and data storage

stephgu.me – **React, JSX** – https://github.com/stephaniegu4/personal-website

• Designed and implemented a single page web app using React, and CSS

Achievements •

- Report on MVC vs. Flux architectures received exemplary identification in workreport writing course taken by 1500+ students, 2020
- John Terrence Flanagan Engineering Scholarship, 2018

Education