STEPHANIE WONG

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EDUCATION

University of Toronto September 2020 – May 2025
Bachelor of Applied Science in Computer Engineering + PEY Co-op *Toronto, ON*
Minor in Artificial Intelligence

Related Courses: Algorithm and Data Structures, Operating Systems, Computer Organization, Programming Fundamentals, Digital Systems, Software Communications & Design

TECHNICAL SKILLS

Programming Languages: C/C++, Python, HTML/CSS, Verilog, ARM Assembly
Tools & Frameworks: Git, Visual Studio, PyCharm, Quartus, React, MATLAB

WORK EXPERIENCE

Technology Risk Consulting Intern | KPMG LLP, *Toronto, ON* May 2022 – August 2022
- Engaged with corporate clients through walkthroughs and interviews to evaluate internal controls, identify gaps and discuss remediation activities
- Devised plans and schedules for SOC 1/ SOC 2 engagements to meet established deadlines.
- Developed presentations to communicate project status to stakeholders.
- Documented computer security and emergency measures policies, procedures and tests.

Assistant Instructor | Kumon Math and Reading Centre, *Markham, ON* September 2018 – June 2020
- Assisted students of various ages in the development of math and English skills
- Documented student attendance and maintained achievement and progress records.
- Communicated with parents and guardians regarding academic, behavioral, or safety concerns.

PROJECTS

Mapper | C++, GTK, Glade, EZGL, GIT
- Developed a **geographical information system** that accesses **OpenStreetMaps API** and **StreetsDatabase API** to draw maps of cities using **C++.**
- Collaborated using **GIT**, learning effective design & communication skills for large-scale software development projects
- Designed the user interface using **EZGL, Glade** and **GTK toolkit** that utilizes keyboard and mouse inputs
- Implemented multi-**Dijkstra and A*** as an efficient path-finding algorithm to determine optimal paths

Enhanced Processor | Verilog, ARM Assembly
- Developed a fully functioning processor using Verilog that supports basic instructions, subroutines, stacks and shift/rotate instructions using a barrel shifter.
- Developed a simple game in assembly-language that utilizes the processor created.
- Utilized I/O devices of a DE1-SoC board including HEX displays, LEDR lights, and SW switches

Snake | Python, Pygame
- Developed a fully functional snake game using **Python** that increases in difficulty
- Utilized **Pygame** for receiving and processing keyboard inputs and drawing snake/food graphics

ZenMo | React, CSS, Bootstrap
- Developed a task-oriented web application to aid in an increase of productivity in a team of four using **React, CSS and Bootstrap** for **NewHacks 2021**
- Integrated **Auth0** for user authorization, allowing for progress tracking unique to each user.

EXTRACURRICULARS

Engineering Orientation Leader | University of Toronto
- Familiarized incoming engineering class with their new campus while ensuring student safety