

Stephanie Wong

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EDUCATION

University of Toronto

September 2020 - April 2025

Bachelor of Applied Science - Computer Engineering

Toronto, Canada

- Minor in AI and Certificate in Business Minor

EXPERIENCE

Intel Corporation

May 2023 - August 2024

Software Engineering Intern - Build Infrastructure/DevOps

Toronto, Canada

- Monitored and analyzed build processes, to promptly identify and address causes of deployment delays.
- Collaborated with developers to troubleshoot build issues and effectively implementing solutions to clear blockages.
- Coordinated with development teams to manage build-related issues, ensuring the timely release and availability of Quartus resources.
- Managed internal support tickets by diagnosing and resolving technical issues promptly
- Automated build process restarts by developing and deploying a script, which improved system reliability and reduced manual intervention.
- Redesigned an internal web application to optimize performance, achieving a significant reduction in load times and enhanced link responsiveness.

KPMG

May 2022 - August 2022

Technology Consulting Intern

Toronto, Canada

- 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.

SKILLS

Programming Languages: C/C++, Python, HTML/CSS, Verilog, ARM Assembly

Tools and Frameworks: Git, Django, Visual Studio, Quartus, React, MATLAB

PROJECTS

Mapper:

Tools: 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 and 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:

Tools: 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