STEVEN STEVEN

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Education

University of Waterloo – Bachelor of Applied Science in Computer Engineering   *2016 – 2021*

- Scored 97% in Data Structures and Algorithms course – ECE 250 (C++)
- Engineering Dean's Honors List for Winter 2018 term (Ranked 6th among 165 in the class)

Work Experience

IBM – Core Software Developer   *Jan – Apr 2019*

- Resolved regressions/client-issues in various code environments. (React/Redux, C#, Java, and SQL)
- Created secured REST API endpoints to prevent read-only data from being modified. (C# .NET)
- Implement validation and editing functionalities for a webform wizard component. (React/Redux)
- Solved several critical bugs involving browser locales, table buffers, search filters, monitoring logs of user activities, tracking down infinite loops in the backend, etc.

OpenText – Software Developer   *May – Aug 2018*

- Converted OpenText's Content Server pages to comply with WCAG standards for Web Accessibility. (Used Oscript – Opentext's proprietary language)
- Collaboratively migrated the product to a new framework that improves modularity and consistency.

OpenText – QA Specialist   *Sept – Dec 2017*

- Designed and created a script (Perl) to parse and keep track of 100+ third-party software components from 1000+ xml files and prints out a dependency tree into a log file.
  - Programmed a batch file to automate script execution daily for each release branch.
  - Proposed and built a webpage to query those generated files. (CGI Perl script, IIS server)
- Analyzed security and licenses of open-source modules used to ensure they are safe for release.

Intellisoft Development Inc. – Jr. Web Developer   *Jan – Apr 2017*

- Worked on the interface of a native app using C# ASP.NET framework and JavaScript.
- Made various server and client-side web enhancements for the client's website.

Projects & Activities

Melonbun – Web   *Feb 2019 – present*

- Collaborated in a team of 6 to create a multiplatform online shop app where users can post and fulfill requests on merchandise items overseas.
- Built a prototype of the site using React, Next.js, Redux, Redux-Thunk, Material UI, and TypeScript.
- Built a Storybook.js app to organize each UI components in isolation, for testing and documentation

For-Fun Small Projects – (Built with Processing/Java and Python)   *May 2018 – present*

- Tic-tac-toe, Brick-Breaker, Tetris, Insertion Sort Simulator, Instagram Bot with Selenium Web Driver

University of Waterloo Robotics – Electrical Team Member   *2017 – 2018*

- Designed and assembled a switching buck regulator IC circuit.
- Learned to solder, debug circuit problems, wiring together PCB boards.

Hand Gesture Controlled 2048 Android Game – Course Project   *May – June 2017*

- Implemented UML class/state diagram to detect hand gestures from phone accelerometer (Java)

University of Waterloo Table Tennis Club – Member   *Jan 2018 – Present*

High School Running Club – Co-leader   *2012 – 2016*