

STEVEN

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github.com/steven-steven

Education

University of Waterloo - Bachelor of Applied Science in Computer Engineering 2016-2021

- 90% average (recent term – 2A)
- Scored 97% in Data Structures and Algorithms course (C++)
- Ranked 6th highest grade amongst 165 students in the Computer Engineering class (2A term)

Work Experience

OpenText – Software Developer May – August 2018

- Converted OpenText's Content Server pages to comply with WCAG standards for Web Accessibility. (Programmed in Oscript – Opentext's proprietary language)
- Collaborated with developers to migrate the Content Server architecture into a new framework that improves modularity and consistency throughout the product.

OpenText – QA Specialist September – December 2017

- Designed and built 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 where users can query a log file by date and the file contents will be fetched and displayed on the page (CGI Perl script, IIS server)
- Perform manual tests of OpenText's Content Server on various VMs, and databases.
- Analyze security and licenses of open-source modules used to ensure they are safe for release.

Intellisoft Development Inc. - Jr. Web Developer January – April 2017

- Built and iterated on the interface of a native app using C# ASP.NET framework and Javascript.
- Created .NET handlers to retrieve, sort and filter contents from the CMS
- Make server and client-side web enhancements for George Brown College's website.

Projects & Activities

Alarm Clock Embedded System – Ongoing project (team of two) June 2018 – Present

- Implemented a real-time clock (RTC) with the internal timer/clock oscillators of the MSP430 board (Programmed in low-level C)
- Working on interrupts and low power mode feature of the MSP430.

Small Coding Projects – (Built with Processing/Java) May 2018 - Present

- TIC-TAC-TOE multiplayer game
- Brick-Breaker game
- Insertion Sort Simulator.

ConText – EngHack Hackathon Project (team of 4)

May 2018

- Built a SMS bot using Node.JS
- Enabled server communication via SMS in absence of WIFI using the *stdlib* and *messagingbird* API
- Integrated Google maps API into the bot to generate bus schedules.

'What 2 Eat' Android App – EngHack Hackathon Project (team of 4)

May 2017

- Built a voting app for nearby restaurants. (Firebase, Android, QR generator)
- Parsed a list of nearby restaurants (Java, Google Places API)
- Implemented Android's custom list-view adapter for the voting page's UI

Hand Gesture Controlled 2048 Android Game – Course Project

May 2017 – June 2017

- Implemented UML class/state diagram to detect hand gestures from phone accelerometer (Java)
- Control game objects based on hardware events
- Scored 100% on the labs

University of Waterloo Robotics – Electrical Team Member

September 2017 – Present

- Designed and assembled a switching buck regulator IC circuit
- Learned to solder, debug circuit problems, wiring together PCB boards, and placing SMD components onto solder paste in a reflow soldering process.

University of Waterloo Table Tennis Club – Member

January – May 2018

High School Running Club – Leader

2012 – 2016