# STEVEN

s3@edu.uwaterloo.ca steven-steven.github.io/WebPortfolio/ 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 and the German standards for Web Accessibility. (Programmed in Oscript – a proprietary language)
- Collaborated with developers to migrate the old Content Server pages to use new framework that improved 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

**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.

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

- Collaborated in planning a detailed design of the clock and it's implementation
- 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.

**ConText** – EngHack Hackathon Project (team of 4) *May 2018*

- Project overview: SMS bot that automate repetitive morning task of checking the weather and bus schedule. Allow bus schedule check without WIFI as communication to server is through SMS. Features a hardware door detection. If someone is close to the door, it will send you an SMS.
- Integrated Google maps API into the stdlib+messagingbird API handler, to generate bus schedule. (Node.js)

**Fun Mini Projects** – Quick Projects (Processing/Java) *May 2018 - Present*

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

**'What 2 Eat' Android App** – EngHack Hackathon Project (team of 4) *May 2017*

- Project Overview: Restaurant vote app. User joins a group by scanning QR code, which generate a list of nearby restaurants to all devices in the group. App will display the result once everyone voted. (Firebase, Android, QR generator)
- Responsible for parsing a list of nearby restaurants (Google Places API), and creating the UI using a custom list-view adapter for the voting page

**Hand Gesture Controlled 2048 Android Game** – Course Project (ECE 155) *May 2017 – June 2017*

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

**University of Waterloo Table Tennis Club** – Member *January – May 2018*

**High School Running Club** – Leader *2012 – 2016*