Steven Lok Ngai Wong

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⌨ github.com/stevenw47

Technical Skills

- JavaScript (Vue, jQuery), Python (Django), C++, C, Racket/Scheme, Git, LaTeX.

Experience

Greatwall Ledlight Co. LTD   Hong Kong
Software Developer   *June 2018 - Aug. 2018*
- Developed an internal tool with **Django** and **PostgreSQL** to help track and manage orders, decreasing the time spent per sale.
- Experimented with visualizing data using **Chart.js** to help motivate future business plans.

eBridges   Remote
Web Developer   *May 2018 - Aug. 2018*
- Created an e-commerce marketplace platform using **Django** and **PostgreSQL**.
- Implemented features including search, ratings, translations, messaging, and an admin panel.
- Integrated multiple APIs such as EasyPost for shipping and Braintree for payments.

Projects

textbookify (UofTHacks VI)   ⌨
Platform for university students to buy/sell used textbooks via a matching system
- Implemented and designed the frontend using **Vue** and **Vuex** for state management.
- Retrieved matches for the user and posted buy/sell data by performing requests with **Axios**.

koup   ⌨
Replica of the board game 'Coup', meant for augmented real-life gameplay
- Created a responsive **Vue** webapp with **Vue Apollo** to send **GraphQL** queries/mutations.
- Modularized the UI into separate components to easily incorporate new features and changes.
- Implemented the core game features (income, swap, kill, reveal) with a room system for concurrent games.

Vm
Vim-like text editor
- Worked on the view and model (internal file logic) using **C++** and the **ncurses** library.
- Incorporated various OOP design principles, such as the decorator pattern, strategy pattern, and template method pattern, to provide strong abstractions.

DreamCatcher (YHack 2017)   ⌨
Webapp that detects whether people in an image are sleeping or awake
- Implemented a SPA using **jQuery** for users to upload an image to analyze.
- Utilized Clarifai's API to train and use a custom image recognition model.

If You Give a Mouse a Sandwich   ⌨
Point-and-click escape room game
- Created an interactive browser game using **Processing.js** and deployed it using **Heroku**.
- Tested different interactions to find gameplay bugs/glitches and fixed them.

Education

University of Waterloo   Waterloo, ON
Candidate for Bachelor of Mathematics in Computer Science, Honours Co-op   *2017 - Present*
- 3.8 GPA, Term Dean's Honours List in 1A, 1B.