# Steven Wong

US Citizen

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## Technical Skills

- Python (Django, NumPy), JavaScript (React, Node.js), Go, C++, Git, Docker.

## Experience

- **SAP** — Waterloo, Canada
  *Software Developer* — *Sept. 2020 - Dec. 2020*
  – Worked in the streaming analytics team.

- **BioRender** — Toronto, Canada
  *Software Developer* — *Jan. 2020 - May 2020*
  – Enhanced the graphical toolkit for premium users using **React**, **TypeScript**, and **Fabric.js**.
  – Implemented many new customizable shapes in the canvas editor, incorporating OOP concepts (such as SOLID and the decorator pattern) for strong abstraction.
  – Designed and developed a major priority for the company (details undisclosed).

- **Secret Mission Software** — Toronto, Canada
  *Software Developer* — *May 2019 - Aug. 2019*
  – Built and integrated features using **React**, **Python**, and **PostgreSQL**, including floor plan editing, XML generation, and push notifications, for the Findspace client.
  – Developed SDKs using **Express** and **MongoDB** to automate company workflows.
  – Automated the migration of old client data, reducing the time spent per migration by ∼33%.

- **Greatwall Ledlight** — Hong Kong
  *Software Developer* — *June 2018 - Aug. 2018*
  – Developed an internal system with **Django** to streamline the process of tracking and managing customer orders and shipments.

## Projects

- **MonoDepthNet**
  *Neural network for unsupervised single-image depth estimation*
  – Implemented and trained a convolutional neural network in **Python** with **PyTorch** to perform depth estimation from a single image by following the paper by Godard et al.
  – Trained the model to achieve decent qualitative results on unseen images using only a small percentage of the KITTI dataset.

- **uwScheduler**
  *To schedule your UWaterloo courses*
  – Developed a calendar-like dashboard in **React** and **Go** for students to input courses they are interested in and easily see all course offerings.
  – Facilitated the development and deployment process by containerizing the app with **Docker**.

- **koup**
  *Replica of the board game 'Coup', meant for augmented real-life gameplay*
  – Implemented the core game in **Vue** with a room system to allow for concurrent games.
  – Used **Vue Apollo** to send **GraphQL** queries & mutations for updating the player's cards.

## Education

- **University of Waterloo** — Waterloo, Canada
  *BMath in Computer Science and Combinatorics & Optimization* — *2017 - Present*
  – 3.89 GPA, Term Dean's Honours List.