

# STEPHEN TANG

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## Education

### University of Waterloo

Bachelor of Software Engineering (GPA: 3.60)

September 2024 – May 2029

Waterloo, Ontario

## Relevant Coursework

- Digital circuits, Linear circuits, Introduction to Data Abstraction and Implementation

## Technical Skills

**Languages:** Python, Java, C/C++, C#, HTML/CSS, SQL, GDScript, React, JavaScript

**Developer Tools:** VS Code, Android Studio, Godot, Unreal Engine, Unity, MS Office, PowerBI

**Technologies/Frameworks:** Linux, Bash, GitHub, Netcat, Vosk, Raspberry Pi, Ubuntu, Microsoft Azure

**Certifications:** Standard First Aid/CPR-C, Microsoft Certified: Azure Fundamentals

## Experience

### Manifold Data Mining

QA Analyst Intern

Toronto, Ontario

Jan 2026 – Present

- Develop and utilize tests for Polaris, Manifold's data visualization tool
- Assist clients with utilizing and understanding Polaris

### Brick Works Academy

Robotics Instructor

Toronto, Ontario

June 2025 – Aug 2025

- Mentor and lead up to 25 students weekly
- Teach basics of Lego Robotics and Game Development

### University of Waterloo

UW Orbital Software Developer

Waterloo, Ontario

October 2024 – March 2024

- Developed imaging software enabling real-time satellite Earth photography
- Collaborated with team to integrate code across subsystems

### University of Toronto Schools

VEX Club Executive

Toronto, Ontario

January 2023 – April 2024

- Lead design/build of competition robot
- Directed robotics club of 80+ members
- Achieved qualification for 2024 VEX Worlds (1 of 408 teams globally)
- First independent Canadian school to qualify for VEX Worlds

## Projects

### Voice Controlled Wheelchair | Python, Vosk, Netcat

September 2024 – December 2024

- Led a 5-person team to develop AI-powered wheelchair controlled via Vosk speech recognition
- Responsible for software to hardware integration

### GenZMode | React, Typescript

August 2025

- Built banking assistant prototype in React/TypeScript
- Chatbot successfully executed money transfers and day-to-day transactions in demo testing

### Dreadnaught | Unity, C#

October 2025 - Present

- Developed a single player strategy survival game for the 2025 Waterloo Fall Game Jam
- Responsible for numerous in game features including many of the tools used by the player
- Won awards for best Gameplay, Most Creative and Style and Presentation

## Leadership/Extra-Curriculars

### University of Toronto Schools

Toronto, Ontario

Competitive Trivia - Captain

September 2021 – June 2024

- Responsible for the recruitment, training, and organization of the UTS Trivia Team
- "Reach for the Top" Champion, 2023, 2024
- "Consensus Trivia National Champion", 2023, 2024

### University of Waterloo

Waterloo, Ontario

Competitive Trivia

September 2024 – Present

- Participant in the Consensus Trivia Post-Secondary Circuit