STEPHEN TANG

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Education

University of Waterloo   **September 2024 – May 2029**
Bachelor of Software Engineering (GPA: 3.60)   *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   **Toronto, Ontario**
QA Developer Intern   *Jan 2026 – Present*

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

Brick Works Academy   **Toronto, Ontario**
Robotics Instructor   *June 2025 – Aug 2025*

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

University of Waterloo   **Waterloo, Ontario**
UW Orbital Software Developer   *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   **Toronto, Ontario**
VEX Club Executive   *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 stratagey survival game for the 2025 UWaterloo 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