

STEPHEN TANG

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🌐 [LinkedIn](#)

🐙 [Github](#)

🌐 [Website](#)

Education

University of Waterloo

Bachelor of Software Engineering (GPA: 3.84)

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

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

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

Experience

University of Waterloo

UW Game Dev Club Member

September 2024 – Present

Waterloo, Ontario

- Created “Cyber City”, a 2D platformer game, set in a futuristic cyberpunk world, using Godot engine and GDScript
- Demonstrated creativity through game ideation, design, programming, and artwork

UW Orbital Software Developer

October 2024 – Present

- The UW Orbital Club - Satellite Design Team is a student design team participating in the Canadian Satellite Design Challenge for the opportunity to obtain funding to cover launch costs for the winning team
- Responsible for code that allows the satellite to take pictures of various places on Earth from space, in real-time
- Assisted other team members with code integration

University of Toronto Schools

VEX Club Executive

January 2023 – April 2024

Toronto, Ontario

- Responsible for build and design of robot
- Qualified for the 2024 VEX Worlds Competition in Dallas, Texas

Projects

Voice Controlled Wheelchair | Python, Vosk, Netcat 🐙

September 2024 – December 2024

- Created and developed a model wheelchair capable of responding to user voice commands, using AI
- Responsible for integrating the Vosk model data into Raspberry Pi and ensuring the modular components functioned properly together for the final product

Arachn0id | Unreal Engine 🌐

February 2025

- Developed a single-player survival game for the 2025 UWaterloo Winter Game Jam
- Responsible for the responsive character controller, the creation of unique weapon systems, including grapples, and homing missiles as well as the creation of compelling storylines
- Collaborated with team members to create intelligent enemies, capable of reacting to user decisions

Leadership/Extra-Curriculars

University of Toronto Schools

Competitive Trivia - Captain

September 2021 – June 2024

Toronto, Ontario

- 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

Competitive Trivia

September 2024 – Present

Waterloo, Ontario

- Participant in the Consensus Trivia Post-Secondary Circuit

Willowdale Hockey Club

Competitive Hockey

September 2012 – June 2024

Toronto, Ontario

- Player for the Willowdale Hawks Single A and Select Team
- Referee for Willowdale Hockey Club House League (2022 - 2024)
- Assistant Coach for Willowdale Hockey Club Learn To Play (2021 - 2024)