STEPHEN TANG

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Education

University of Waterloo   **September 2024 – May 2029**
Bachelor of Software Engineering (GPA: 3.34)   *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 (Currently Obtaining)

Experience

University of Waterloo   **September 2024 – Present**
UW Game Dev Club Member   *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   **January 2023 – April 2024**
VEX Club Executive   *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 with 209 views
- 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   **September 2021 – June 2024**
Competitive Trivia - Captain   *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   **September 2024 – Present**
Competitive Trivia   *Waterloo, Ontario*

- Participant in the Consensus Trivia Post-Secondary Circuit

Willowdale Hockey Club   **September 2012 – June 2024**
Competitive Hockey   *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)