STEPHEN TANG

SOFTWARE ENGINEERING STUDENT AT THE UNIVERSITY OF WATERLOO

CONTACT

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PROFILE

I am a collaborative and results-oriented student. Through previous work and volunteer experiences, I have demonstrated leadership, and excellent interpersonal skills. I am passionate about applying my educational experiences in computer science, mathematics and business.

Programming Competencies: C++, Python, Java, Excel, SQL, GDScript, HTML, CSS, C, Bash

- Communication
- Self-starter
- Problem-solving
- Team Building

EDUCATION

University of Waterloo

Bachelor of Software Engineering expected to graduate 2029

University of Toronto Schools

Ontario Secondary School Diploma June 2024

AWARDS

- Presidents Distinction for University of Waterloo
- Honors for Grade 8 & 10 Royal Conservatory of Music - Piano
- Top 25% in the University of Waterloo Pascal, Fryer and Gauss contests
- 2023, 2024 Reach for the Top and Consensus Trivia National Champion

TECHNOLOGY EXPERIENCE

VEX Club Executive

VEX Robotics Club, University of Toronto Schools   **January 2022 - June 2024**

- VEX Robotics Competition (VRC) is a competitive robotics league
- Led the build and design of the robot
- Responsible for training newer members of the club and teaching them the basics of VEX building.
- Qualified and participated in the Ontario Provincial Competition, 2023 and 2024
- Qualified for the VEX Worlds Competition in Dallas, Texas
- Utilized Leadership, Collaboration, and Adaptibility

UW Orbital Team Member

University of Waterloo   **October 2024 - Present**

- Assist in building the UW Orbital Satellite
- Write code that allows the satellite to take pictures of various places on Earth, from space, in real-time
- Created code for the satellite arducam shield
- Utilized Teamwork and Perseverance

Game Dev Club

University of Waterloo   **September 2024 - Present**

- Learn the basics of game design
- Collaborate, test, and play games with groups of like minded individuals
- Utilise common game engines like Godot, Unreal Engine and Unity

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PROJECTS

Voice Controlled Wheelchair

Design Project   **September 2024 - December 2024**

- Work in a team of 5 to create a functioning voice controlled wheelchair
- Use vosk model to accept and decipher user commands
- Send data to Raspberry Pi using netcat
- 3D model and print body
- Run attached motors using commands from vosk.
- Use lidar sensor to detect nearby obstacles

CyberCity Co-Lead

Personal Project   **August 2024 - Present**

- CyberCity is a 2D platformer set in a futuristic cyberpunk world
- Created using Godot and Github
- Responsible for game design, programming, and art