

Stella Wang

Computer Engineering student

Technical Skills

- **Languages:** Python, JavaScript, Java, C/ C++, SQL/ NoSQL, HTML, CSS
- **Technologies:** Git, React, React Native, AWS, NumPy, Jasmine/ Jest, Selenium
- **Courses:** Algorithms, Data Structures, Relational Databases, Machine Learning, Data Mining

Experiences

Clackd

December 2020 – Current

Software Engineer

- Launching a custom mechanical keyboard website with a group of passionate and likeminded engineers in a **startup** work environment
- Built API endpoints using **AWS Lambda** and **API Gateway** and integrated them with a **React** frontend
- Designed the structure and set up guidelines for writing unit tests for Lambda functions using **Jest**

SAP

September 2020 – May 2021

Agile Developer Intern

- Learned agile and scrum techniques while working on a **full stack** team developing SAP Analytics Cloud homepage products for enterprises such as, Apple, Porsche, etc
- Gained experience building frontend features using **TypeScript** and unit tests using **Jasmine**
- Reduced testing time by 5 hours per week by automating frontend tests using **Selenium**
- Improved SAP HANA backend performance by reducing redundant **SQL** calls

MLH Fellowship

June 2020 – August 2020

Fellow

- Contributed to an **opensource** mobile app that is a Python code editor for Adafruit microcontrollers using **React Native** and **Bluetooth Low Energy**
- Added a colour wheel and copy to clipboard feature and fixed various formatting and parsing bugs

UBC Geering Up Engineering Outreach

April 2019 – August 2019

Instructor

- Taught at a summer camp encouraging youth to pursue STEM careers while advancing gender stereotype research and improving access to resources in remote and indigenous communities

Education

- **University of British Columbia** Expected May 2023
Bachelor of Applied Science – Computer Engineering (Dean's Honour List)

Technical Projects

Fellow Crossing - MLH Fellowship Halfway Hackathon winner

August 2020

- Designed a video game that allows and promotes interpersonal interactions for fellows in a remote work environment using Godot Game engine

BLM Tracker - MLH Fellowship Orientation Hackathon finalist

June 2020

- Created a dynamic heatmap that shows areas in the US with the most active BLM movement using a **Python** twitter scraper, **MongoDB** database, Google Maps API, **Keras/ TensorFlow** data analysis, and **Flask** frontend

Braille-ify

November 2019

- Built a **Python** text to Braille translator with a GUI simulator using **TkInter** and hardware prototype using Arduino and SolidWorks