

Lisa Wong
Year 4, Computer Science
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TECHNICAL SKILLS:

Languages	Frameworks/Tools
C#	Visual Studio SourceTree
Java	Unity
JavaScript	Meteor*
Python	React/React Native*
HTML/CSS	Eclipse

*=currently learning

TECHNICAL PROJECTS:

Collaber (Startup Scrums Hackathon) October 2015

A web application made using JavaScript on React and Meteor. Collaber is a short-term collaboration tool that helps groups organize their projects through a task tree.

- I designed and implemented the database on MongoDB and functionality to add, delete, send invitation links and update the amount of tasks a user has completed when they set their task as done.
- <http://collaber.ca/>

SnapFood (Microsoft Windows 10 Hackathon) May 2015

A windows 10 application created using Visual Studio and C#. Using the Imagga API and Food2Fork API, a user can take a picture of cooking ingredients and get recipes that utilizes those ingredients.

- I parsed the JSON data from Food2Fork and Imagga using the Json.net library.
- I styled the layout of the app using XAML.

Bear Boat Adventure (Bella Project) October 2014

A game created using Unity and C#. Collaborated in a group of 5 at a weekend game jam with the goal of encouraging children with cystic fibrosis to perform PEP therapy through small and fun games.

- I created the beginning and instruction pages with buttons that lead to other scenes, fading in and out effects, and made stars randomly appear on the screen.
- <https://www.youtube.com/watch?v=Kj1xHKMD4IM>

WORK EXPERIENCE:

Collabware – Software Engineer Intern January 2015 – August 2015

- Using C#, Visual Studio, SharePoint API and Collabware API to build console applications for external and internal use.

- Examples include automated content creation on SharePoint 2010 and 2013 and a script to analyze information from clients' current utilization of Collabware's software.

VOLUNTEER EXPERIENCE:

Microsoft Student Partner at UBC

September 2015 – Present

- Attend monthly phone calls to learn about what Microsoft offers to students such as software and career opportunities.
- Assist Microsoft in hosting events at UBC and give suggestions on what events students are interested in.
- I am in the process of helping organize an online resume and Azure event.

Undergraduate Representative-UBC Computer Science Communications Committee

October 2013 – Present

- Attend monthly meetings and provide feedback on communication through social media and student experience regarding the use of the internal computer science website.

ACHIEVEMENTS:

Growth Plot (First Place at Apps4KidsHackathon)

June 2015

- A web application created using HTML/CSS and Django that allows parents and doctors to track and share information on their kids' and patients' growth respectively and plot it on a growth chart containing standardized World Health Organization curves.
- <http://devpost.com/software/growth-plot-project-8>

Vancouver Crime Analysis (Winner of data modeling category at Microsoft Vancouver Big Data Hackathon)

April 2015

- Used Power BI and Power Query to make graphs and analyze crime data in Canada
- Winner of data modeling category

DoomsDay Shopping (Second Place at International Women's Hackathon at SFU)

November 2014

- A game created using Unity and Kinect 2.0 that helps users prepare for upcoming disasters by simulating a scene in a supermarket. The goal is to be able to use hand gestures to grab necessities from the shelves into a shopping cart.
- <http://devpost.com/software/dooms-day-shopping>

EDUCATION:

University of British Columbia

September 2013 – May 2016 (Anticipated)

Bachelor of Computer Science

University of British Columbia

September 2008 – April 2013

B.Sc. General Science in Life Science and Earth Science