# STEPHANIE HSU

📞 403-988-6222 | 💌 schsu@uwaterloo.ca | 🌐 stephhsu.github.io

# LANGUAGES TOOLS

C++, Python, JavaScript, HTML/CSS, SQL

React, Django, Git, Bash, Atlassian Tools, Selenium, JUnit

#### **EXPERIENCE**

## Quality Assurance Analyst SSIMWAVE Inc.

Sept - Dec 2019

- Executed front-end and back-end tests through manual validation and SQL queries, leading to 3 product releases
- Set up testing environments though Ubuntu using virtual machines, Linux Containers, and FFMPEG
- Conducted research on video and streaming tools to support local simulation of events that arise in streaming media
- Designed and validated test cases implemented into regression testing, saving developers +90 minutes per test case
- Revised outdated test cases, increasing efficiency of each regression test run by 30%

## **Quality Assurance Analyst** DigitalEd

Jan - Apr 2019

- Performed pull requests, smoke tests and acceptance tests to assess the quality of an online education platform
- Created +10 test cases for features that were implemented into acceptance testing
- Standardized feature files for the process of automating a weekly smoke test using Cucumber's Gherkin language
- Implemented unit tests in Java using JUnit and Selenium for regression testing
- Documented processes to facilitate procedures for future quality assurance analysts

#### **PROJECTS**

### WeatherCheck Django Web App

- Created a Django weather app that obtains weather data by web scraping and parsing Google's weather information
- Designed a minimalistic user interface using HTML and CSS elements and Django template language

# musixplore React Web App

- Developed a multiple page React app for exploring music using React Router to link together components
- Consists of a homepage with clickable tiles to browse album and playlist data retrieved from the Spotify Web API

### Break In At Boston Boulevard Python Adventure Game

• Designed a Python text-based adventure game using Python's tkinter GUI package and ttk module to allow user interaction with game elements through typed input and buttons

#### **EDUCATION**

## **University of Waterloo**

Sept 2018 - Jun 2023

- Candidate for BASc, Majoring in Computer Engineering
- Relevant courses: Algorithms and Data Structures (C++), Fundamentals of Programming (C++), Systems Programming and Concurrency (C)