

Jessica Wang

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Education

McMaster University, B.Eng.Mgt: Computer Engineering & Management Co-op Sept 2023 – Present

- GPA: 3.7/4.0 (Dean's Honors List)

Don Mills Collegiate Institute, Specialized CyberARTS Program Diploma Sept 2019 – June 2023

Experience

Engineering Intern, Candu Energy, AtkinsRéalis May 2025 – Present

- Automating tasks and data using Python and Microsoft 365/VBA increasing efficiency by 60%
- Digitalized and mapped engineering drawings and electrical diagrams to minimize document search time
- Drafted circuit wiring schematics and updated FPGAs using LabVIEW, coordinated project schedules using Visio

Instructor, The STEAM Project – Richmond Hill, ON June 2024 – Aug 2024

- Led immersive workshops for youth integrating art, science, and engineering with industry-applicable tools like CAD and woodworking machinery

Supervisor; Lifeguard, Olympian School of Swimming – Toronto, ON Nov 2019 – August 2024

- Solved operational challenges in real-time, ranging from schedule conflicts to website technical errors
- Streamlined communications and optimized workflows to support over 5 years of consistent success

Technical Skills

Hard Skills: Circuit Analysis, Programming, Object Oriented Programming(OOP), Accounting, Economics, Finance

Languages: C++, C, Java, Python, MATLAB, R, Assembly, Html, CSS

Tools: Git, GitHub, VSCode, Microsoft Office/365, Visio, Power Query

Softwares: Autodesk Inventor, SOLIDWORKS, Adobe Creative Suite, Figma, Jupyter Notebook, LTspice, KiCAD

Soft Skills: Leader, Communication, Strong initiative, Work ethic, Time management, Teamwork, Optimization

Linguistics: English (Native), Chinese (Fluent), French (Limited)

Projects & Leadership

LiDAR Scanner with 3D Visualization Map Jan 2026 - Apr 2026

- Designed and tested a functional room scanner using a microcontroller, time-of-flight sensor and stepper motor
- Programmed in Assembly, C and Python to coordinate hardware ability with 3D plot generation

Player-Controlled Snake Game Nov 2024 - Dec 2024

- Built a dynamic, interactive snake game in C++ with object-oriented design and dynamic memory allocation
- Utilized GitHub for collaborative development, incorporating practices in code management and teamwork

IGNITE: An All Arts Charity Production - Director Sept 2022 - December 2022

- Raised \$2200 for Indigenous youth education through a large-scale, student-led arts production
- Managed over 70 team members; overseeing budget, advertising, production design, and technical crew

Extracurricular

McMaster Design League - Graphics Lead July 2024 - Present

- Increased engagement by 80% through visually compelling social media designs promoting events

Electrical & Computer Engineering Society (ECES) August 2024 - Present

- Collaborated with a team to organize events for the student body, increasing event participation 10%