





Ryan Wang

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Skills and Qualifications:

Languages: Java, JavaScript, C++, Scala, C, Go, Swift, HTML, CSS, SQL

Frameworks: ReactJS, Play Scala, Bootstrap, Spark, Hadoop

Tools: Git, Jenkins, ElasticSearch, Azkaban, Vim, Kibana, Eclipse, gdb

Experience:

Software Engineering Intern – Paytm Labs, Toronto May – August 2016

- Independently built a ReactJS and Play Scala web application from scratch to visualize and validate product recommendations, leading to more personalized and effective recommendations for users
- Implemented a RESTful API to get and post data between the web client and server
- Utilized the Scala ElasticSearch library within the web server to send, retrieve, and parse query results
- Wrote Spark jobs to process and filter large datasets of over 5 million rows on Hadoop clusters
- Designed Azkaban flows to automate data processing and used Jenkins for continuous integration

Projects:

Mattermost August 2016 - Present

- Contributor to the open source self-hosted Slack alternative written in ReactJS and Go
- Improved functionality and resolved bugs in both the web client and server

GoGoGo August 2016 - Present

- Developing an online multiplayer version of the ancient board game of Go in a team
- Wrote server-side API functions in Go and designed modular ReactJS components for the web client

WATWatch November 2015

- Worked in a group to develop a basic smartwatch using C and the Tiva microcontroller board
- Read input from buttons, switches, accelerometer, and temperature sensor to display data
- Implemented features including a step and distance counter, timer, alarm, clock, and stopwatch

Megaman X June 2015

- Programmed a version of Megaman by Capcom using Java, Eclipse, and Adobe Photoshop
- Used Object Oriented Programming to implement a character, random enemies, and terrain objects

Education:

University of Waterloo, Bachelor of Software Engineering (2020) September 2015 – Present

Activities and Interests:

- Classical RCM ARCT pianist who also enjoys Broadway and Film music
- Avid reader of computer hardware developments and technological advances
- Casual World of Warcraft, Starcraft II, and Diablo III player