

Ryan Wang

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Skills and Qualifications:

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

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

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

Experience:

Software Engineering Intern – Paytm Labs, Toronto

May – August 2016

- Independently built web applications from scratch to visualize big data using **ReactJS** and **Play Scala**
- Wrote **Spark** jobs to process and filter large datasets on **Hadoop** clusters
- Implemented a **RESTful** API to send, retrieve, and parse query results from **ElasticSearch**
- Designed **Azkaban** flows to automate data processing and used **Jenkins** for continuous integration

Projects:

Mattermost

- Contributor to the open source self-hosted Slack alternative written in **ReactJS** and **Go**
- Merged pull requests that improved functionality in the client (React JSX code)

GoGoGo

- Currently developing an online multiplayer version of the game of Go with a group of classmates
- Implemented and designed modular components for the web client using **ReactJS**
- Wrote server-side API functions in **Go** that are called by the front-end client

Megaman X

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

WATWatch

- Worked in a group to develop a basic smartwatch using **C** and a 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

Education:

University of Waterloo, Bachelor of Software Engineering

Sep. 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
- Modern physics concepts including relativity, quantum mechanics, and string theory