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# Anthony Tang

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## Education

**Computer Science** (Bachelor of Science), University of Calgary    **2015 – Spring 2021**

- **3.57 GPA**

## Computer Science Courses

ARM Assembly, Databases, Human-Computer Interaction (Design), Advanced Programming Techniques (Refactoring), Quantum Computing, Cryptology

## Programming Languages and Hard Skillset

- Skilled in Java, C# (5+ Year of Experience)
- Developed multiple projects for current employer in Typescript
- Experiences with Python, C/C++, JavaScript, Haskell, ARM Assembly, HTML, PHP
- GitHub (CLI), Angular, MySQL, Google Cloud, AWS

## Relevant Work History

**Pixineers Co.**, Web Application Software Developer (Full Stack)    **Winter 2018 – 2020 (Co-op)**  
**Present (Part-time Contract)**

- Learnt Typescript, Angular, SCSS, Command-line Git (UNIX) with zero prior experience
- Resolve bugs with the front-end, implement new functionalities using official and Third-Party libraries/components (Angular Material, Bootstrap, Ng-Select Library, C3.js, etc.)
- Consistently maintains multiple projects at a time
- Execute app demonstrations to clients and attains positive feedback and client satisfaction

## Soft Skillset

- Strong at self-learning. Self-taught in various programs and languages, and always looking to diversify skill sets to be adaptive. Spends spare hours working on personal projects
- Loves logic and mathematics. Large number of non-required math classes taken for personal enjoyment

### **Relevant Projects**

- Managed to build full game in Assembly for University, completing it in less than a quarter of the time given without help. Achieved 96% and was one of only 3 groups out of 20 that completed the task
- Created games inside Unity with a group outside of University while applying common programming practices such as the use of online repositories, pre-designing of code, usage of refactoring techniques. Organized weekly meetings outlining what had been built, what needed to be worked on, and formed objectives to accomplish before the next meeting. Lead discussions of ideas that could be implemented, created schedules as a team, and formed coding protocols designed to streamline future iterations of the game
- Created Login System in a group of three. Using MySQL and NetBeans, created a local database allowing potential users to create accounts, modify accounts, login to get redirected to custom web pages. Achieved 95% and finished ahead of due date
- Hosted a custom web server from a local machine using Apache. Allowed users to create accounts and miniature flash cards, storing them in a server database through SQL queries in PHP. Developed from zero prior experience through HTML, PHP, JavaScript over one summer. Made a presentation to University Japanese class to showcase the end product.

### **Accomplishments**

- **Iverson Programming Competition (2015):** Placed in competition and was awarded scholarship. Used skills in logical problem solving and learned and applied new concepts such as Finite Automata
- **ACPC Programming Contest (Second Division 2016):** Placed in competition and practiced on sites like Open.Kattis and ProjectEuler, communicating with a partner to solve difficult questions in high stress environment
- Recipient of the Jason Lang Scholarship, Alexander Rutherford Scholarship, and Murphy Oil Scholarship
- 100% completion in TIS-100

### **Extracurricular Activities**

- Teaching Assistant for Japanese courses at the University of Calgary
- Tutored university students in computer science and math related courses
- Volunteered at the Calgary Public Library teaching children how to use a computer

**References Available Upon Request**