

Axel Tang

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PROFILE

- Passionate and Innovative Software Developer
- High Adaptability
- Teamwork driven
- Willing to relocate and travel

SKILLS

Languages

Fluent: Java, Python, C#, HTML, CSS

Proficient: MATLAB, Racket-Scheme, Prolog, GoLang, JavaScript (React, Node.js, Angular), Kotlin

Quality Assurance

Fluent: Junit, Selenium

Proficient: JMH, EasyMocks, PitTest, JaCoCo, DBVisualizer

Database Management

Proficient: PostgreSQL, MongoDB, SpringBoot, Firestore, RESTful APIs

Others

Microsoft Word, PowerPoint, Excel, Teams, Zoom, Capcut, Visual Studio, IntelliJ, TeamViewer, Github, Trello, Jira

NOTEWORTHY EXPERIENCE

Founder/Software Developer

04/2016 – present

HumblexMC Server 🌐

- Developed multiple plugins for production environment using **Java for Paper platform**, and leveraged **Maven Bukkit API** for build automation.
- Created several **Batch Scripts** to automate server deployment and maintenance, improving overall system reliability by 90%.
- Developed server's official website and store, using **HTML, CSS, JavaScript** and utilized **Search Engine Optimization** on Google Search Console to improve pagerank from position 33 to 4.
- Led and managed a team of people working on the server by using project organization tools such as **Trello** and **Miro** to create and delegate tasks.
- Increase server growth through targeted advertising campaigns with approximately 465k views through promotional content and utilized strategic scaling of server resources to meet growth demand.

Umple Software Developer

09/2023 – 12/2023

Honors Project 🌐

- Utilizing **Java** and **UMPLE** languages to address complex software issues.
- Resolved a medium difficulty bug (Indicate all Extraneous Brackets: Detect and Warn and Allow Continuous Input Code) In the Online IDE version (UmpleOnline) and Compiler of UMPLE
- Participated in displayColor assignment bug and allow correct formatting
- Created new Windows Integration Tools for future developers with **Batch Script** files

Junior Software Developer Intern

03/2024 – present

InteractHealthPro 🌐

- Communicating and working in a frontend team.
- Transferring **C#** and **Java** skills with web development into new applications.
- Understanding the business model of the company and funnels.

PROJECTS

RANSAC Algorithm

01/2023 – 04/2023

Algorithm Creation Project

- From autonomous vehicles navigation , vehicles equipped with LiDAR sensors captures detailed 3D representation (point clouds) containing crucial information of structures such as roads and buildings.
- Assigned to implement an algorithm that detects the three most dominant planar structures with **Java, Go Lang, Prolog, Scheme** and output with a 99% confidence level.

eHotelsWebApp

01/2023 – 04/2023

DataBase Project

- Creating Server and Client Web Application to keep track of the entire Hotel System using technologies such as node, nodemon, express, postgres, cors, postman.
- Assigned to create the employee page and room page for the entire application with **Express.js, PostgreSQL, Postman (REST API)**.
- Successfully presented the project with pages working as intended.

uODentist Website

05/2023 – 06/2023

FrontEnd HTML+CSS+JS Project

- Assigned to create a frontend project using **HTML, CSS , JS , Bootstrap 5**.
- Created and modified the website to a friendly user-interface and match the University of Ottawa's color schemes.
- Received positive feedbacks and leveraged HTML and CSS skills.

TechSupport Website

06/2023 – 07/2023

FrontEnd React Project

- Developed frontend website for TechSupport Business.
- Utilized **React** to develop UI for the website.
- Created Semantic Network , Heuristic Evaluations and Interactive Processes.

NLP and DL

11/2023 – 12/2023

Artificial Intelligence (AI) Assignment Project

- Perform an empirical classification study and document the results.
- Utilizing **Python** with **Jupyter Notebook** and packages such as **Spacy, Pandas** and **Numpy** to visualize data and creating the NLP pipeline.
- Obtained macro/micro averages and classification report data (precision, recall, f1-score, support) for the logistic regression model and MLP classifier model.

2D AimTrainer

01/2022 – 02/2022

Desktop C# Application Project

- Created an Aim Trainer software in **C#** to improve aiming skills in FPS games.
- Implemented a score counter and miss counter to keep track of player statistics.
- Reducing target icon size per second by 10% after every iteration to increase difficulty.

StudentCourseBookingApp

05/2022 – 07/2022

Kotlin Application

- Creating a demo project to book courses for students in University of Ottawa.
- Using **Kotlin** to add validations utilizing regex for coursecode inputs in Android Studio.
- Finalizing the entire application creating **UML diagram**.

ShoppingCart

09/2022 – 09/2022

Angular Project

- Creating a Shopping Cart Demo with **Angular**.
- Utilizing HTML, CSS, TypeScript to create elements components and services.
- Finalizing the project and received a 90% positive feedback from correctors.

ACADEMICS

University of Ottawa

2020 – 2023

Honours Bachelor of Science in Computer Science (Cum Laude)

- CGPA: 3.51/4.0
- Graduated Early From Expected
- Honours and Awards: Dean's Honour List, International Merit Scholarship