Yubin Wang

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OBJECTIVE

A self-motivated **Programmer** with 6+ year experience in software programming in C#, C++, **Java**, **Python**. Experts and highly familiar with a wide variety of web design, Server, Cloud, engineering, network and operating system software and excited to learn more.

TECHNICAL SKILLS

C#, C++, Java, Python, HTML, CSS, JavaScript, PHP, MySQL, MariaDB

IDE: Visual Studio, Eclipse, PyCharm **System:** Windows, Linux, Android

3D Tools: Unity3D, Autodesk, Blender, Virtual Reality, SteamVR, Oculus, Vive

Server: WinSCP, Proxmox

Open Source: Apache (openmeeting, bigbluebutton), Cloud (owncloud, nextcloud), Ubuntu, Moodle

Hardware Tools: MobaXterm, ModelSim, Quartus Microsoft Office Suite: PowerPoint, Word, Excel

Other Tools: WordPress, MATLAB, OBS, Photoshop, 3D printer

EXPERIENCE

Unity Developer, VRC Calgary, Calgary, Canada

Apr 2019 – Now

VR Programming

- Designed and developed VR simulations in all stages from planning and design to development and testing with Unity 3D engine and C#.
- Developed complex solutions including real-time multiplayer support and object interacting to business problems or customer engagement through in-depth analysis, coordination and negotiation with key decision makers.
- As the Main programmer, handled 14 projects till now, including Critical Lift Simulation multiplayer, according to requirement of clients.
 - (Main project list https://vrccalgary.ca/vr-simulators/).
- Designed and modified 3D models with 3D tools using **Blender** and **Autodesk**.
- Proficient with multi-platform programming including Android and Windows.
- Compiled software security code for simulation business use to prevent source code theft.
- Adjusted unity and android version issues for VR project.
- Programmed UI, menus, animations and other functionalities.
- Monitored and integrated simulation assets.

Client Support

- Developed and coordinated user guide and tutorial videos, provided one-on-one training for client personnel.
- Conducted **hardware controller extension** to improve authenticity and realism of simulation and provide an immersive experience for clients.

Web Service

• Set up company server, custom server and Cloud service by **Apache**, **Ubuntu** and **Moodle**.

- Managed and maintained servers throughout multiple cooperate facilities.
- Performed regular check-ups of server performance and resolved server issues.
- Maintained back up systems at various corporate facilities.

Intern, Henan Wanli Rord&Bridge Group Co.,Ltd, Xuchang, China

Jun 2012 – Aug 2012

- Wrote modular, secure and well-tested C++ code in projects.
- Collaborated with team on improvement of software performance and error analyse.
- Involved in C++ code reviewing and testing steps.
- Maintained and updated web-based application of company.
- Summarized and identified the introduction of new product, and updating on the web-page by **HTML** and **CSS**.
- Provided beneficial IT support to colleagues and clients.
- Configured and supported for printers, scanners and other peripheral devices.

PROJECTS

Drone-assisted Positioning for Wireless Sensor Network

Apr 2018

- ·Identified key algorithm by coded MATLAB statements and simulate on the MATLAB
- •Coded Python statements on Raspberry PI 2/3 board, Zigbee modular, GPS modular, Sensor modular (temperature, humid) and used socket to connected
- •Tested on the field and analyzed the correctness of the result.

University Subject System

Dec 2017

- •Identified the Fundamental Requirement (user story, use case), Nonfunctional Requirement (platform, lexicon, port, link, net, component, Circuit-diagram), UML, Model, View, Controller in the system.
- •Analysis potential conflicts and coded Java statements to implement and achieve requirements and debugged

Hangman Game on DE2-115 Board

Apr 2017

- •Identified the functionality of **DE2-115 Board** (light, screen, port, pin, power)
- •Coded VHDL statements on ModelSim and Quartus to simulate
- •Tested on DE2-115 Board, understand the work principle of state machine in board

EDUCATION

Master Degree in Applied Science of Computer Engineering

Memorial University of Newfoundland, St. John's, NL, Canada

May 2018

Bachelor Degree in Computer Science

Zhengzhou University, Zhengzhou, Henan, China

Jun 2014