JAMES WANG

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🎓 EDUCATION

University of Melbourne, Melbourne, Australia   2018 – Present
Master student in Computer Science, expected June 2021

Central South University, Changsha, Hunan, China   2013 – 2017
B.S. in Electronics Engineering (EE)

👥 INTERN / WORKING EXPERIENCE

Tencent - Web Developer (Intern)   January 2020 – June 2020
- As an intern in Tencent Cloud Monitor Team (https://intl.cloud.tencent.com/product/cm), I was responsible for developing the internal cloud monitoring system and the official cloud monitor site.
- Cooperate with backend developer, import data log from Http / Elastiic Search / Lumberjack / Kafka and implemented data visualization and monitoring from log files.
- Developed and bug-fixed the internal UI framework - ✂Tea Design, using React, D3.js and SVG as the programming language.

Royal Melbourne Hospital - Full Stack Developer (Casual)   March 2019 – Present
- Mobile Learning Unit (https://medicine.unimelb.edu.au/about/mobile-learning-unit) was established by the University of Melbourne to interconnect Academics and Researchers with Healthcare Professionals through the delivery of Online Medical Courses, which has more than 10,000 students on our platform.
- As a Full Stack Developer, I am responsible for Phase 2 of the Mobile Learning Management System, implementing core functions and manage the development team. We use Node.js as our backend, sync Salesforce data to Heroku Postgres database, manipulate data with GraphQL and store learning unit files to Amazon S3 buckets.

Ubisoft Shanghai - Web Developer (Intern)   November 2018 – March 2019
- As a web intern in the hungry shark team, I am responsible for developing and optimizing pages in BI real-time prediction system and segmented monetization core operating system. Reconstruct jQuery to Vue.js,use PHP Smart template engine as the back-end, and Ruby for database creation and migration.
- Developed general module components for internal projects, which improves development efficiency, facilitates reuse and simplifies debugging steps.
- At the end of the internship, obtained manager's excellent evaluation.

Hunan Wongxin Hi-tech Co., Ltd. - Software Enginner Intern   December 2017 – June 2018
- As an intern in the software department, we use Angular JS for front-end development, Spring Boot as the back-end development framework, Spring Data JPA as the data access layer, Hibernate as the data persistence layer. I have contributed 40% of the code for the project, and completed a multi-tenant information management platform.
- Migrated pipeline from company's original Windows Server to Linux Server. Independently responsible for configuring and building a CI/CD pipeline based on Ansible+Docker+Jenkins.

📖 RELEVANT PROJECTS

Open Source Project => vue-hotspot
- Developed an image hotspot component based on Vue, wrote unit test cases and continuous integration scripts.
- For further details please visit: ○ https://github.com/cn-wx/vue-hotspot

Twitter Big Data Analysis System => Track Hub

- The project crawled 2 million Twitter data from Melbourne over five years to conduct emotional analysis, and displayed real-time crime rate predictions in different geographical locations on front-end webpages, and provided personal activity path tracking.
- In the project, I am mainly responsible for front-end Vue development, software architecture design and automated operation and maintenance.

iOS Recommendation App => EatTogether

- Using Swift 5.1 as the client programming language, Firebase as the application backend, storing user login authorization information, instant messaging, location sharing, object storage, and other backend logics.
- Implemented a multi-sensor, mobile restaurant recommendation based on the user's geographic location.
- For further details please visit: https://www.youtube.com/watch?v=caja1asWz5g.

Artificial Intelligence Competition => Pacman

- Ranking: 5/206. The artificial intelligence competition is jointly organized by the University of Melbourne and RMIT University.
- The project adopted the reinforcement learning algorithm (Q-Learning), Monte Carlo Tree search algorithm and A * algorithm to achieve multi-agent's collaborative attack and defense strategy. Successfully reached the top 5 in 206 teams. For specific contest information, please see: href https://sites.google.com/view/pacman-capture-hall-fame/ https://sites.google.com/view/pacman-capture-hall-fame/ .
- Use Python as the main programming language.

⚙ SKILLS

- Programming Languages: JavaScript > Java == Python > Haskell