

Fangchen Wang

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<https://canadianluosifen.github.io/>

Profile

Software Development student (Dean's Honour List, GPA 4.0) with a strong foundation in Java and object-oriented programming, combined with hands-on experience in software prototyping, testing, and client needs analysis. Eager to apply technical skills and a collaborative mindset to design, build, and test software solutions for your organization. Combines programming aptitude with a friendly, collaborative mindset to deliver results.

Technical Skills

- Technologies & Standards: **XML Technologies** (XSLT, XSD, Web services, XPath - Learning), System Requirements Analysis, Manual Testing, Test Planning
- Languages: **Java, C#, JavaScript**
- Frameworks/Libraries: **Node.js (Introductory), Angular (Introductory)**, React (Academic Exposure)
- Tools & Platforms: **Git/GitHub**, VS Code, IntelliJ, Azure
- Core Competencies: **Rapid Prototyping, Problem Analysis, Client Needs Translation, Agile Collaboration (Learning)**, Full-Stack Development

Education

Software Development Advanced Diploma | Mohawk College | Sept 2024 – Present

| *Current GPA: 4.0 / Dean's Honour List*

- **Relevant Coursework:** Software Development Tools & Practices (Agile, Git, Bash), Software Testing and Quality, Data Structures & Algorithms, Mobile Web Development, IT Project Management

Bachelor of Science, Kinesiology | McMaster University | Graduated 2010

Development Projects

Mohawk College Room Booker Interactive UI/UX Prototype | Mohawk College | November 2025 | <https://canadianluosifen.github.io/Mohawk-College-Room-Booker-Web-App-UI-UX-Prototype/>

- **Designed and implemented** a student-focused web app using HTML/CSS and JavaScript, demonstrating comprehensive understanding of UI design principles and software development processes

Skyrim Special Edition – Vilkas Not Interactable Bug Fix – Nexus Mods | July 2024

| <https://www.nexusmods.com/skyrimspecialedition/mods/124217>

- **Performed root-cause analysis** and debugged a complex scripting interaction (Papyrus) within a commercial game engine, demonstrating strong problem-solving skills.
- **Developed, tested, and deployed** a software patch, managing the full development lifecycle from issue triage to post-release support.
- **Validated solution** through rigorous testing; patch downloaded 1,000+ times, showcasing ability to deliver reliable, user-focused solutions.

Work Experience

Recreation Aide | Queen's Garden Long-Term Care | Jul 2009 – Present

- **Client Needs Analysis & Satisfaction:** Proactively assessed individual resident needs and interests to design and adapt recreational programs, **improving participation rates and client satisfaction**. Demonstrates a user-centric approach to service delivery.
- **Project & Time Management:** Successfully managed scheduling, resource allocation, and execution for multiple concurrent programs, demonstrating ability to **run with limited information** and deliver on objectives.
- **Collaboration & Mentorship:** Coordinated teams of staff and volunteers, fostering collaboration and mentoring others on new procedures and tools, skills directly transferable to working with **collaborative research and development teams**.

Leadership & Activities

Vice President, Game Development Club | Mohawk College | 2025 – Present

- Organize and lead weekly technical workshops on **Godot Engine and Git** for 10+ members, strengthening skills in tooling, version control, and collaborative software development.