

Joyce Ji

3B Computer Science – University of Waterloo

☎ +1 (519) 729 6985 • ✉ c7ji@uwaterloo.ca • 📄 chengjoyceji.github.io/

COMPUTER PROFICIENCY

- Programming languages: C, C++, Java, Python, Scheme, MIPS, Bash
- Web development: HTML/CSS, JavaScript (jQuery), AngularJS
- Mobile development: Android, iOS
- Advanced understanding of algorithms and data structures gained in academic courses
- Solid foundation of object-oriented programming and functional programming

WORK EXPERIENCE

Computational Finance Research Project **May 2016 - Present**
University of Waterloo Research Assistant *Waterloo, ON*

- Working with Professor Justin Wan on computational finance methods like option pricing
- Developing a portfolio re-balancing App on Android devices with simulation on real-time and historical data

Zynga Inc. **January 2016 - April 2016**
Software Engineering - Games *Toronto, ON*

- Implemented new features and fixed bugs on an Android Chess App
- Developed a group chat feature on the Android App and integrated instant messaging protocol
- Participated in the company's hackathon and built a small web game using Node.js and Cocos2d

Validus Research Inc. **May 2015–August 2015**
Application Developer *Waterloo, ON*

- Implemented the front-end of a project for analysts to create, store, and continue working on analyses by making Ajax requests to RESTful APIs.
- Designed a user-friendly web UI with Excel-like tables using Bootstrap and Handsontable library

Good Technology **August 2014–December 2014**
Quality Assurance Analyst *Toronto, ON*

- Implemented an automation testing program in Java which interacts with TestRail and Good's Mobile Device Management Server to perform end-to-end tests automatically
- Developed a tool with GUI which allows testers to make a large number of test cases on TestRail quickly
- Performed end-to-end testing on Android and iOS devices; fired and verified tickets on JIRA

PROJECTS

WLP4 Compiler | C++ | March 2015

- Implemented a full compiler that scans and parses WLP4 language and generates MIPS assembly code

The Quadris | C++ | July 2014

- Developed an object-oriented game similar to the Tetris with full text and graphical display with a partner

The Pacman Game | Python | July 2014

- Developed the game with GUI in python; designed a shortest path algorithm for chasing the player

EDUCATION

University of Waterloo | Candidate for Bachelor of Mathematics **September 2013–Present**
3B Computer Science and Financial Analysis & Risk Management double major

- Term Deans Honours List - Winter 2015
- University of Waterloo President's Scholarship — September 2013
- UW Alumni at Microsoft Entrance Scholarship in Mathematics — September 2013