

# Ruifeng Hua

1265 Military Trail, Scarborough, ON., M1C 1A4

647-703-4035 | Ruifeng.hua@mail.utoronto.ca | HarrisHua.com

## SUMMARY OF QUALIFICATIONS

---

- Strong understanding of object-oriented programming, resulted in the completion of multiple computer applications in Java and C++, such as CSCC01, CSCC09 projects.
- Solid understanding in algorithm including greedy algorithm, Divide & Conquer algorithm, Dynamic Programming algorithm, Linear Programming algorithm etc...
- High proficiency of coding skill using Java, C, C++, Python in microservices, multiprocessing and operating system.
- Excellent skill in GitHub, utilized to collaborate with a team of 5 to develop a final project.
- Solid teamwork and communicational skills develop by being scrum master of multiple projects.
- Great understanding in web-development exhibited through implementing my own website, sorting algorithm visualizer and Danmaku using JavaScript, React, Apollo and GraphQL and in game development by making a game using C# in Unity.

## EDUCATION

---

Candidate, Honours Bachelor of Science (Coop) 2018 - Present

University of Toronto Scarborough, Scarborough, ON.

- Computer Science Co-op

## PROJECTS

---

**My Own Website** *Self-Initiated project* Sept. 2019 – Nov. 2019

<https://HarrisHua.com>

- Learned and used JavaScript and GitHub successfully implemented my website.
- Uploaded my review notes for educational purpose.

**Celestial Renegades** *Self-Initiated project* May 2020 – July 2020

- Designed the game mechanism and arts including characters, animation, background and particle system.
- Learned how to code in Unity using C# and successfully implemented the game.

**U Impactify** *Software Design, University of Toronto Scarborough* Nov. 2020 – Dec. 2020

- Being a scrum master and used agile development to design and implemented a web application in team of six.
- Incrementally developed the application with user story and came up with unique features on own.
- Organized and assign different task to group member resulting fast and clean implementation.

**Danmaku** *Programming on the Web, University of Toronto Scarborough* Jan. 2021 – Apr. 2021

<https://danmaku.online/>

- Learned and obtained solid understanding of GraphQL and utilized it for building the entire server including manipulating cloud database, user input validation, user authentication etc...
- Successful built an online streaming platform that supports unlimited multiple streaming services including danmaku (floating live commenting) and several other features by two great colleagues and me.

**Sorting Algo Visualizer** *Self-Initiated project* Apr. 2021 – May 2021

<https://upbeat-snyder-f966b2.netlify.app>

- Implemented and deployed an online sorting algorithm visualizer using React and JavaScript where users are able to generation small/median/large sized array and visualize it by the most common used sorting algorithms including merge sort, quick sort and etc...
- Users are also able to see the detailed information such as time complexity, pseudo-code and high level idea of each sorting algorithm for educational purpose.

For More Information, feel free to check out my personal website at <https://HarrisHua.com>