



# Qian Qian

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## EDUCATION

### Vanier College

*Diploma of College Studies, Computer Science & Mathematics*

- Global R score: 32.5 | Honour Roll: Fall 2023, Winter 2024, Fall 2024

Montreal, Quebec, Canada

*Aug 2023 — May 2025*

## SKILLS

- **Programming Languages:** Kotlin, Java, Python, Rust, Swift, Typst, LaTeX
- **Technologies:** Git, GitHub Actions, Ktor, Flask, Probot, SwiftUI, Quilt, Linux, NGINX
- **Languages:** English (Native), Chinese (Native), French (Professional working proficiency)

## EXPERIENCE

### Founder & Lead Software Developer

iXOR Technology

Mar 2022 — Present

*Remote Self-employed*

- Developed open-source applications in Kotlin, Python, Rust, and Swift.
- Maintained and contributed to multiple open-source software projects.

### Co-Founder & Translation Team Leader

FOSScope

Mar 2024 — Present

*Remote*

- Built and maintained the workflow automation tool used by contributors and maintainers in Rust.
- Built and maintained the website used for hosting contents.
- Created and maintained the content contribution guideline and other work procedures.
- Communicated with high-quality FLOSS-related article authors and publishers to get translation permissions.
- Led the translation team to ensure the quality of translated texts and establish a positive community environment.
- Translated articles from English to Chinese.
- Proofread other contributors' articles and translations.

### Teaching Assistant, Data Structures and Object Oriented Programming

Vanier College

Jan 2025 — Present

*Montreal, Quebec, Canada*

- Graded students' assignments and evaluations.

### Sub-Captain, Programming Competition Subteam

Vanier Robotics Team, Vanier College

Sep 2024 — Present

*Montreal, Quebec, Canada*

- Organized and hosted the workshops for preparing the team members.
- Prepared the practice problems and solutions.

### Tutor, Math & Science

Tutoring & Academic Success Centre, Vanier College

Feb 2024 — Present

*Montreal, Quebec, Canada*

- Tutored Math, Physics, and Java-based Computer Science courses.
- Created meaningful study plans for students to achieve their goal.
- Designed creative questions for students to learn key concepts.

### Teaching Assistant, Programming 1

Vanier College

Feb 2024 — May 2024

*Montreal, Quebec, Canada*

- Graded students' assignments and evaluations.

### Community Support Team Member & Chatbot Developer

LittleSkinChina


Mar 2021 — Jul 2023

*Remote*


- Provided support to players and Minecraft server managers using services provided by LittleSkin.
- Developed the internal utility chatbot, written in Python.

## PROJECTS


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**Main Developer**, Typstify  Jul 2024 — Present


- Develop the application, a Typst editor for iPadOS, using Swift, SwiftUI, and Rust, bridged by [chinedufn/swift-bridge](#).
- Contribute to various open-source dependencies of the project.

**Maintainer**, ungoogled-chromium-macos  Jan 2024 — Present

- Maintain the macOS packaging of the Ungoogled-Chromium browser, a privacy-focused Chromium fork sans dependency on Google web services.
- Ensure the browser is up-to-date with the Ungoogled-Chromium project and fix macOS-specific issues using Quilt patching system.
- Maintain the shell scripts used for building and packaging the browser.
- Maintain the GitHub Actions workflow for building and releasing new versions automatically.

**Developer, Documentation Writer**, SlopeCraft ([slopecraft.readthedocs.io](#))  May 2022 — Present

- Maintain the macOS version of the software, a 3D map pixel art generator for Minecraft.
- Co-author and maintain the documentation of the software.

**Main Developer**, RemoteMC  Mar 2022 — Nov 2023

- Develop the software, a series of applications and plugins that act in group as a Minecraft server management tools, in Kotlin, Ktor, and Python.

**Main Developer**, Sudoku Elves Jan 2020 — Jan 2021

- Develop the iOS/iPadOS application, a Sudoku puzzle game, in Swift and SwiftUI.
- Develop the algorithm for generating and solving Sudoku puzzles.
- Maintain the application on the App Store.

## EXTRACURRICULAR ACTIVITIES

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**Event Organizer/Coordinator**, Vanier FLOSS Day 24 Sep 2024 — Oct 2024

- Organized and coordinated a day-long event for promoting Free/Libre and Open Source Software (FLOSS) and related technologies at Vanier College.
- Gave a talk related to getting started with contributed to FLOSS projects.
- Designed the 3D printed SWAG for the event.

## AWARD & CERTIFICATIONS

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**Canadian Senior Mathematics Contests (2024)** Jan 2025

The Centre for Education in Mathematics and Computing, University of Waterloo Montreal, Quebec, Canada

*Ranked among the top 25% of all participants.*

**Canadian Computing Competition (Senior Division, 2024)** Apr 2024

The Centre for Education in Mathematics and Computing, University of Waterloo Montreal, Quebec, Canada

*Ranked among the top 25% of all participants in the Senior Division.*

**Canadian Computing Competition (Junior Division, 2023)** Apr 2023

The Centre for Education in Mathematics and Computing, University of Waterloo Montreal, Quebec, Canada

*Ranked among the top 25% of all participants in the Junior Division.*

**USA Computing Olympiad** Mar 2022

Rank 1 among all pre-college participants in the Silver Division. Montreal, Quebec, Canada