Da **Peng**

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Skills Summary

Proficient with: Java, C, C++, HTML/CSS, Git
Experience with: JavaScript, SQL, Python, Bash

Experience

Beijing Jiaotong University / Guangzhou Port Group   *Guangzhou, China*
PROGRAMMING ENGINEER   *June – August 2017*
- Used Spring Framework and SWT library to create a user interface where the user could create and edit settings
- Wrote SQL aggregation functions to summarize large amounts of data into compact Java objects
- Used HTML and JavaScript to create a dynamic mobile interface with visual graphs to display this data
- Suggested and implemented changes to database tables, eliminating redundant tables and increasing data integrity

Extreme PC   *Guelph, ON*
COMPUTER ASSISTANT   *June – July 2016*
- Created and polished ~2000 product descriptions on the Extreme PC website using HTML
- Collaborated with 2 other co-op students to assemble custom gaming computers

Projects

Hidden Art   *Java, XML*
AN IMAGE-BASED ANDROID GAME   *July - August 2018*
- Stored images on a cloud server with Firebase Storage
- Used Glide library to efficiently load and resize images from the web
- Saved settings and game state using a combination of SharedPreferences and ViewModel
- Prevented overloading issues by using multiple threads

Tank Fighter   *Java, Graphics2D*
A TOP-DOWN SHOOTER GAME   *May - June 2017*
- Worked in a team of three; used a Gantt Chart to allot time and assign tasks to different members
- Implemented game physics, collision detection (AABB and circle collision), and the BFS algorithm to allow enemies to travel towards the player while avoiding bullets
- Used OOP for the player, enemies, walls and bullets to avoid repetitive code
- Wrote code to parse text from an external file into levels to allow for easy level editing
- Followed the software development life cycle (SDLC) to ensure early detection of problems

Fall Down   *Javascript, HTML, CSS*
A 2D INFINITE SCROLLING GAME   *March 2016*
- Created 2D graphics in JavaScript using an HTML Canvas
- Implemented gravity, friction and random platform and upgrade generation

Education

University of Waterloo   *Waterloo, ON*
HONOURS COMPUTER SCIENCE (2A)   *September 2017 – Present*
- 3.93 GPA
- Faculty of Mathematics Entrance Scholarship ($8000)