

# HONGQING CAO

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Finished level 3 of 4-year Software Engineering CO-OP student in McMaster University with experience working on collaborative projects and a passion for development.

Finished courses about major programming languages (Python, Java, C, C++, Golang).

Finished courses about other software related topics, see details under Education.

Developed time and task management and teamwork communication skills in course projects.

## EDUCATION

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**McMaster University**, Software Engineering Bachelors

*Sep 2017 - Present*

Third year undergraduate Software Engineering CO-OP student. Expected graduate in 2021.

Current GPA is 3.3/4.0.

### Related courses

### Description

Software Design I/II/III	C++ programming. Concurrent programming in Python, Java, and Golang. Software architecture design.
Software Engineering Practice and Experience I/II/III	Unix, makefile, and assembly language. Java programming with application of algorithms. Project management.
Linear Optimization	Combinatorial algorithms
Software Testing	Software measurement, testing techniques and documents.
Databases	Data modeling and SQL

## TECHNICAL STRENGTHS

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### Programming

Python, Java, C/C++/C#, SQL, Assembly language (NASM/LEGv8), Golang, Verilog

### Software & Tools

MATLAB, Git, LaTeX, Autodesk Inventor, Intel FPGA, Linux/Unix, IBM DB2, LabVIEW with myRIO

## PROJECTS

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### CraftMaster

*Jan 2020 - Apr 2020*

Worked in a group of three as developer and schedule manager.

A **Python** game based on an opensource git project [Minecraft by fogleman](#). Adding more features, menu interface and local saving. The game is available to download at [our website](#). Project is managed by multiple documents like SRS, Development Plan, MIS, Module Guide, and Test Report.

Developed Python programming, testing skills, LaTeX skills and documentation management in large project.

### SlimeOut

*Jan 2020 - Apr 2020*

Worked in a group of five as software designer and developer.

A slime pet battling game developed on **Unity**. The development contains a complete software design-ing process with requirement analysis, PAC architecture design, and implementation.

Developed C# programming skills with Unity, team communication skills, and software design practice.

## PERSONAL TRAITS

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Highly motivated and eager to learn and practice.

Strong and leadership skills.

Ability to work as an individual as well as in group.