HONGQING CAO

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Currently in level 4 of 4-year Software Engineering CO-OP 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

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 & Continuous Optimization	Combinatorial algorithms and Optimization
Software Testing	Software measurement, testing techniques and documents.
Databases	Data modeling and SQL

  More educational information available in transcript

TECHNICAL STRENGTHS

Programming	Python, Java, C/C++/C#, SQL, CSS, HTML, JavaScript, React, Assembly language (NASM/LEGv8), Golang, Verilog, VBA
Software & Tools	MATLAB, Git, LaTeX, Autodesk Inventor, Intel FPGA, Linux/Unix, IBM DB2, myRIO

PROJECTS

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 designing process with requirement analysis, PAC architecture design, and implementation.

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

CodeBee   *Sept 2020 - Apr 2021*

Worked in a group of six as level designer and front-end developer.

A web game that teaching young children programming. The development contains a complete software designing process with requirement analysis, PAC architecture design, and implementation. Currently in designing process and expected to finish at

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

AWARDS

FairTest - Best Productivity of Sigmahacks 2.0   *Jul 2020*

Worked in a group of four as front-end developer in a 2-day Hackathon event.

An online anti-cheating testing platform built by **Django** as a full-stack development framework. Integrated the web application with **Python facial recognition** application.

Developed front-end development skills, along with basic knowledge about Django.

PERSONAL TRAITS

Highly motivated and eager to learn and practice.

Strong communication and leadership skills.

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