

Emerson Dang

Email: edang@uwaterloo.ca | Phone: 647-242-8923 | LinkedIn: linkedin.com/emersondang | GitHub: github.com/emersondang

Technical Skills

- Programming Languages: Python, Java, JavaScript, C, C++
- Frameworks: Git, Github, VSCode, Microsoft Office Suite, and Google Workspace applications
- Languages: English, French, Cantonese

Skills

- Detailed-oriented and able to identify and troubleshoot problems in code
- Self-driven and always willing to take on challenges with a positive attitude
- Fast learner and easily adapts to new environments

Work Experience

ONLINE MATH TUTOR

The Tutoring Expert

Feb 2024 – Present
Richmond Hill, ON, Canada

- Taught students the Grade 9 and 12 Math curriculum to improve their math proficiency and academic performance
- Created math lessons from scratch, ensuring clarity to guarantee understanding for all students without any confusion
- Documented learning of all students to identify gaps in learning and determine effective solutions to resolve these issues
- Guided students in utilizing the software Bramble, demonstrating proficient knowledge of troubleshooting software problems

BILINGUAL BUSINESS DEVELOPMENT SALES SOLUTIONS SPECIALIST

Ricoh Canada

Jun 2023 – Aug 2023
Quebec, ON, Canada

- Enhanced sales of printers by collaborating remotely with a team of 8 members in English/French to develop sales strategies
- Identified potential leads for customer growth by maintaining a database of 200+ directors of the Quebec Public Health Sector
- Improved market penetration rate by optimizing pricing of the company's products to cater to customer preferences
- Planned and delivered an informative presentation on Quebec's Law 25 to help the team follow correct ethical practices in sales

PRESIDENT, AGINCOURT COMPUTER COUNCIL

Agincourt Collegiate Institute

Sep 2021 – Jun 2022
Toronto, ON, Canada

- Taught over 50+ students of all grades the principles of Python and Java and influenced 20+ students to pursue a STEM field
- Helped all members of the coding club by debugging their code and offered guidance to enhance their programming skills
- Passionately advocated for STEM during school events, resulting in the recruitment of 50+ students to join our coding club
- Worked with a team of 10 executives to organize fundraisers and game tournaments for over 100+ students

Personal Projects

PERSONAL WEBSITE PORTFOLIO

HTML, CSS, Javascript

- Developed an interactive Python program that generates random Pokémon encounters, enabling the user to catch them
- Implemented data storage using files to save the names of owned Pokémon, enhancing user experience and data management
- Designed a user-friendly menu that allows the user to check their owned Pokémon, continue catching, or exit the program

POKÉMON POKÉDEX GENERATOR

Python

- Developed an interactive Python program that generates random Pokémon encounters, enabling the user to catch them
- Implemented data storage using files to save the names of owned Pokémon, enhancing user experience and data management
- Designed a user-friendly menu that allows the user to check their owned Pokémon, continue catching, or exit the program

HANGMAN

Java

- Developed an interactive Hangman game in Java which takes in user prompts and generates an output for the guessed letter
- Created a feature that outputs a body part for every incorrect guessed letter, and displays the remaining letters to be guessed
- Used fundamental programming concepts such as conditional statements, arrays, and loops to implement the game

Education

University of Waterloo

Bachelor of Software Engineering, Honours Co-op

- **Extracurriculars:** Waterloo Engineering Orientation Leader
- **Awards:** President's Scholarship of Distinction

Sep 2022 - Apr 2027

Waterloo, ON, Canada