

Edward Cong

COMPUTER ENGINEER • ENTHUSIASTIC DEVELOPER

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About

A future Computer Engineering graduate aiming to begin work in the industry starting May/June 2021. Committed to learning and aiming to use skills developed through coursework and work experience, such as organization and cleanliness.

Skills

Languages C, MATLAB, Python, Verilog

Front-End Development ReactJS (Redux, MaterialUI), HTML, JavaScript, CSS

Operating System Environments Windows, Linux, Ubuntu

Tools Github, Postman

Experience

Public Services and Procurement Canada

WEB DEVELOPER

North York, Canada

Sept 2018 - Dec 2018

- Worked with team to complete the web version of Public Accounts of Canada 2018
- Completed tasks as assigned by supervisor including:
- Reskinned an intranet events module for use by staff within the building, using WET4.0 guide while following web accessibility guidelines
- Updated a guide webpage used within the team annually for Public Accounts web conversion

Canada's Wonderland

MERCHANDISE ASSOCIATE

Vaughan, Canada

2016 and 2017 seasons

- Maintained cleanliness and organization, promoted sales in our store
- Provided guests with excellent service by advertising product deals, giving them directions of the park, took care of any problems or concerns they had
- Assisted supervisors with their work, helped train new hires, cleaned and stocked store alone, assisted with documentation such as inventory transfer forms, stock order forms, sales total forms, etc.

Projects and Coursework

Front-End Developer

ENGINEERING CAPSTONE (ENG4000)

Toronto, Canada

Sept 2020 - April 2021

- Worked with 4 other team members to develop a web-based Energy Management System(EMS)
- Primarily developed front-end using ReactJS + Material UI
- Analyzed code for API and back-end to trace any bugs outside of the front-end
- Developed UI for various components, including graphs to show energy usage of a MURB, energy usage of EV Chargers

Design and Analysis of Algorithms

COURSEWORK

Toronto, Canada

January 2019 - April 2019

- Analyzed different types of algorithms (iterative, recursive, greedy)
- Created pseudo-code and performed runtime analysis on algorithms provided by course instructor

Education

Bachelor of Engineering (BEng) in Computer Engineering

LASSONDE SCHOOL OF ENGINEERING, YORK UNIVERSITY

Toronto, Canada

Expected Spring 2021