



*ECHTsang@gmail.com*

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*enochtsang.com*

Software developer passionate about futurizing humanity with production experience in embedded systems, web development, desktop applications, and server monitoring.

## EDUCATION

### Bachelor of Science in Software Engineering

Schulich School of Engineering, University of Calgary  
Cumulative GPA 3.38

*Graduated  
December 2018*

## TECHNICAL SKILLS

Programming Languages	<i>Proficient in</i> C, C++, HTML5, CSS3, Golang, Python, Bash, AsciiDoctor <i>Prior experience in</i> Javascript, Typescript, Ruby, Java, MIPS Assembly, SQL, PHP
Frameworks and Major Libraries	C++   Qt, SDL2, OpenGL, GoogleTest, PhysX Web   Vue, Node, Express, jQuery
Tools	Amazon Web Services (AWS) - S3, EC2, IAM Continuous Integration Systems - Bamboo, Jenkins, Travis CI Virtualization Platforms - VirtualBox, ESXi, Docker
Operating Systems	Windows - XP, 8, 10, Server 2012 Mac OS X - Yosemite to High Sierra Linux - Debian and Fedora based systems

## WORK EXPERIENCE

### Calgary Scientific Inc.

- Lead development for a Managed Services offering written in Golang as a new product for the company
- Created tools in Golang and Ruby which included licensing and server management on AWS
- Moved a GPU application into a docker container and revamped how demo kits in the company were created and managed

**Professional Services**  
**Associate**  
*May 2016 - May 2018*

### SEDS Research Lab

- Assisted a software engineering PhD student at the University of Calgary in research on a new algorithm on release patterns
- Studied and applied various statistical tests for comparing data
- Developed a tool in Python using PyQt to visualize and execute a new algorithm and various analysis on generated data

**Research Assistant**  
*Jan 2015 - Aug 2015*

## PROJECTS

### Wiener Takes All

- Developed a 3D driving game rendered using OpenGL in C++ in a small team for the course CPSC 585 at the University of Calgary
- Lead development for the physics system that used Nvidia's open source PhysX library
- <https://github.com/WienerTakesAll/WienerTakesAll>

**Developer**  
*Jan 2017 - April 2018*

### Boresha

- Created and deployed a full stack supply chain software system for milk farmers in Uganda in a team of six for a final engineering project
- Developed an android app using React, a web application using Vue, and backend with Node and PostgreSQL
- <https://github.com/agriculture-capstone>

**Developer**  
*Oct 2017 - April 2018*

### Student Organization for Aerospace Research

- Managed all software for a 30 000 ft hybrid rocket that competed in the Spaceport America Cup 2018
- Introduced standard software practices such as version control, code reviews, and documentation
- Lead development for the avionics systems that were written in C and were responsible for, recovery initiation, data logging, telemetry, and engine control
- Lead development for the launch systems that were written in Golang and were responsible for launch sequencing, automated oxidizer tank filling, oxidizer temperature regulation, and data reporting
- <https://github.com/StudentOrganisationForAerospaceResearch>

**Software Lead**  
*Sept 2017 - Present*

### University of Calgary Solar Car Team

- Designed and oversaw software development for the 5th Generation Schulich Elysia Solar Car
- Built a software culture from the ground up that set a standard for version control, continuous integration, linting, and in-depth code reviews centered around mentorship
- <https://github.com/UCSolarCarTeam>

**Software Technical Lead**  
*Sept 2016 - Aug 2018*

## AWARDS

### CSUS Hackathon Second Place

- Within 72 hours, created a Tinder for clothes application based on the theme "First World Problems" in a team of 4 using the Qt App Development framework
- <https://github.com/beaesguerra/dressr>

*May 2016*

## HOBBIES

- Snowboarding, Video Games, Board Games, Volleyball