Jiang HaoYuan

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SKILLS SUMMARY

- Good understanding of basic concepts in software engineering such as OOP, and software design patterns
- Very familiar with game development
- Experienced with building web applications and IOS applications
- Demonstrated creativity in various school projects
- Strong problem solving skills
- Good communication skills

COMPUTER PROFICIENCY

Languages: JavaScript, PHP, HTML5, Objective C, C++, C, Java, MATLAB **Tools:** Eclipse, Xcode, Dashcode, vim, Visual Studio, git, Mercurial, phpMyAdmin

Frameworks/Libraries: OpenGL, Glut, Swing, ¡Query, SenchaTouch, LimeJS, Box2D

PROJECTS

Mystery Story

Software Development on Evolving Platforms, Nov. 2011

- Text script based web detective game aimed to increase awareness of Automated External Defibrillator(AED)
- Players need to look for clues from characters' speech and make decisions
- Developed using SQL database, javascript, and PHP with framework LimeJS

Huff and Puff

Software Engineering on Modern Application Platforms, Mar. 2012

- Created a simple 2D collision engine from scratch using Objective C; engine supports collision of rectangles and circles
- Created a game similar to Angry Birds based on this engine

Elemental Tower Defense(iPad)

Software Engineering on Modern Application Platforms, May. 2012

- Developed a tower defense game for iPad from scratch using Objective C on Xcode
- Created mechanisms that facilitate social interaction

Elemental Tower Defense(HTML5)

Personal, Nov. 2012

Software Engineering, Nov. 2011

• A continuation of the tower defense game ported over to browers using HTML5 and javascript

Task Manager

• A java application aimed to help people organise their to-dos

GUI is developed using Java toolkit Swing

EDUCATION

GCE Ordinary Level: 9A1 and A2 in English

GCE Advanced Level: 4A and C in General Paper

Expected Bachelor of Computer Science degree May 2014

National University of Singapore

Student Exchange Program Sept 2012

University of Waterloo

Singapore Sept. 2010 - Present Ontario, Canada Sept. 2012 - Dec. 2012

Relevant courses: Numerical Computation, Computer Graphics, Software Engineering

Academic performance: Comulative Average Point 4.53

AWARDS

- School Based Scholarship, Anderson Secondary School, Singapore, Oct. 2005
- PRC Undergraduate Scholarship, National University of Singapore, Singapore, May. 2010
- Dean's List, National University of Singapore, School of Computing, May 2012