

Wenduo Ji

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Skills Summary:

- **Programming Languages:** Java, C, C#, C++, Python, HTML, CSS, JavaScript, SQL, Shell Script
- **Technologies:** React, Node.js, MongoDB, Express.js, Mongoose, AWS, Django, Firebase, Linux, Android Studio, Unity, Git, GitHub, Bitbucket, Microsoft Office
- Knowledgeable in algorithms and data structures
- Able to communicate fluently in English and Mandarin

Education:

**Candidate, Honors Bachelor of Science,
University of Toronto**

Sept. 2021 – Anticipated 2024
GPA 3.88

Work Experiences:

Independent Game Developer,

June. 2019 – Present

Little Mountain Studio, Toronto, ON

Link: <https://play.google.com/store/apps/details?id=com.littlemountainstudio.galaxyrunner>

- Created game projects using **C#** and **Unity** that are currently available on the App Store and Google Play with **1000+ downloads**
- Developed self-directed learning and problem-solving skills to help overcome challenging obstacles during production
- Managed a team of **5 designers and engineers** by delegating and assigning new tasks every week
- Created promotional campaigns through **Facebook Ads Manager** which led to a **120%** increase in downloads and attraction

Store Associate,

July. 2021 – Aug. 2021

YoTea Canada, Toronto, ON

- Demonstrated strong customer service commitment (smiling, offering a friendly greeting, learning customers' names and orders) in each interaction
- Actively listened to customers by remaining present and working in assigned positions to build customer confidence and deliver exceptional experiences
- Proudly developed expertise in making over 36 different drinks while diligently maintaining equipment and the store environment

Projects:

Memo Website,

Dec. 2022 – Jan. 2023

Canada, Toronto, ON

GitHub Repo: <https://github.com/JackyJi-hub/Memo-Website>

- Created an online memorandum-keeping website using **MongoDB, Express, React, Node.js, and Mongoose**
- Developed **RESTful APIs** from scratch to allow clients to connect to the server and retrieve previously written memorandums from **MongoDB**
- Utilized **CRUD** operations to interact with **MongoDB**

Sports Venue Scheduling Application,

July. 2022 – Aug. 2022

University of Toronto, Toronto, ON

GitHub Repo: https://github.com/Aarin06/CSCB07_Project

- Developed a scheduling application in **Java** using **Android Studio**, making use of scrum with numerous sprints
- Managed a real-time-database using **Firebase** and created the functionality to allow users to view and join upcoming events
- Employed **SOLID design principles** and various design patterns to maximize code reusability
- Incorporated a Model View Controller design and an object-oriented approach using classes, interfaces, abstraction, and polymorphism
- Continuous involvement in **code reviews, pull requests, and unit/integration testing** on a day-to-day basis

Game Jam,

Dec. 2020 – Jan. 2021

32-bit Holiday Jam - itch.io

Link: <https://popcorncaptain.itch.io/christmasdelivery>

- Developed a Christmas-themed PC game in a 2-week time-constrained fast-paced environment using **Unity** and **C#**
- Quickly picked up valuable skills during production such as asset designing and music production
- Constructed unit/integration tests that achieved maximum coverage which ensured minimal defects in our project

Awards:

Awards: Mary Kirkpatrick Mathematics Award (2021), Waterloo Euclid Mathematics Contest Top 25% (2021), Bethune Scholars/Honours Certificate (2018-2021), Level 8 RCM Piano Playing (2020), Level 8 RCM Piano Theory (2020), Track and Field 800m Regionals 6th Place (2019), Swimming Team Relay Regionals 6th Place (2019)