

Wenduo Ji

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Skills Summary:

- **Languages:** Java, C, C#, C++, Python, HTML, CSS, JavaScript, Haskell, Racket, Prolog, SQL, Shell Script
- **Technologies:** React, Node.js, MongoDB, Express.js, Mongoose, Panda, AWS, Django, Firebase, Linux, Android Studio, Unity, JUnit, Git, GitHub, Figma, Bitbucket, UML, Microsoft Azure, Microsoft Office

Education:

University of Toronto

Honors Bachelor of Science, Computer Science

Sept 2021 – Dec 2024

GPA 3.90

Work Experiences:

KPMG Full Stack Developer

April 2023 – Aug 2023

KPMG Pay Equity Team

Toronto, ON

- Led the development of cutting-edge Pay Equity tools utilizing **Python, JavaScript, React, SQL**, and **Pandas**, empowering organizations to devise robust pay equity strategies and effectively bridge the gender wage gap
- Collaborated closely with the engagement team to meticulously translate complex business and analytics requirements into a comprehensive data strategy, encompassing efficient ETL processes, refined data modeling, and strategic staging for seamless analysis
- Maintained an active role in agile scrum meetings, conducting rigorous code reviews through **Microsoft Azure**, and implementing thorough unit testing protocols to achieve an impressive **software test coverage of 97%** across all software products developed

Game Developer

June 2019 – Present

Little Mountain Studio

Toronto, ON

App name: Galaxy Runner. Vol 1

- Created game projects using **C#** and **Unity** that are currently available on the App Store and Google Play with **1000+ downloads**
- Managed client-side server connections using **Firebase** to securely store over **1000** users' information and game content
- Managed a team of **5 designers and software engineers** and hosted Agile Scrum meetings to ensure project progression
- Created promotional campaigns through **Facebook Ads Manager** which led to a **600%** increase in downloads and attraction

Projects:

Memo Website

Dec 2022 – Jan 2023

Toronto, ON

- 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

Toronto, ON

- 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

- 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 **98% coverage** which ensured minimal defects in our project

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)