# JAMES YANG

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## Education

**University of Toronto**                                                                     Sept 2016 - Aug 2021

**Honors Bachelor of Science – Computer Science Major**

- Courses: Algorithm Design, Data Structures, Web Development, Intro to AI

## Skills

Languages:      HTML, CSS, JavaScript (ES6), Java, Python, SQL

Technologies:  React.js, Node.js, Tailwind CSS, Socket.IO, MySQL, GraphCMS, Git, Regex, Vercel

## Projects

**WarDex**                                                                                  Nov 2021 – Present

A website that displays information of top competitive players of the PC game Wargroove

- Designed responsive web app with modern frameworks: **React**, **Tailwind CSS**, **Chart.js**
- Integrated Google Forms as a method for users to create/edit a profile within the collection
- Compiled 20+ entries of personal submissions from various top players of Wargroove
- Developed back-end API processes raw user data accessed from Google's Sheet API to JSON objects that are used by front-end site to render components
- Visualized 15 different metrics of player information with various radar charts

**Wguides**                                                                                 Nov 2021 – Present

A blog-style website that hosts weekly posted guides for the PC game Wargroove

- Designed responsive front-end application coded with **Next.js** and **Tailwind CSS**
- Recommended as top resource for beginners introduced to the competitive scene of the game
- Supported an external CMS that allows for a maximum of four content creators to edit posts within the system that does not require the author to interact with source code
- Utilized GraphQL to manage content; enables front-end application to dynamically route to specific posts with its associated data

**CalcBot**                                                                                            Sept 2021

A bot that simulates battle interactions in the PC game Wargroove

- Structured **Node.js** server to support text chats of two platforms: Discord and Twitch
- Deployed in the official Wargroove Discord channel with 9000+ members
- Offered as a text-based damage calculator that is not natively offered by the game; fully replicated in-game formulas to provide more informative details than the in-game display
- Developed custom arg-parser to simplify inputs to a minimum of two required parameters

## Work Experience

**Warehouse Support and Analyst**                                              May 2019 – Apr 2020

Board Game Bliss – Toronto, Canada

- Accelerated end-of-day dispatch and fulfillment of an average of 100 daily orders; achieved by allocating tasks between five other associates
- Guaranteed order correctness to 99%; performed appropriate order corrections for customer requests and inventory accuracy