Justin Ang

Second Year Software Engineering Student at University of Auckland

Contact Information:

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Personal:

I am a second-year Software Engineering student who is eager to develop software that will aid others. I am a self-driven and determined individual that is always eager to learn and work with others.

Skills:

Java: Learned through University courses which included application through coding projects.

Python: Learned through personal projects and leet code problems.

JavaScript, HTML & CSS: Learned through personal projects & online courses (udemy).

React: Learned through personal projects.

C: Learned through University courses, applied knowledge through coding projects.

Education:

Bachelor of Engineering (Hons.) in Software Engineering, Graduation Year 2024 University of Auckland, Auckland GPA: 8.00/9.00 (A/A+ average)

Projects: (all projects are on Github)

- Twitter Follow Relation as Graph: Done using Java, common data structures (LinkedList, Queue and Stack) and algorithms (Breadth/Depth First Search) were used together in order to display how twitter followers and following work in a graph representation.
- Speedy Sketchers Quick, Draw!: Done using Java/JavaFX, in a group of 3, built a drawing game which was inspired by Google's own 'Quick, Draw!' game.
- To Do List: Done using JavaScript, HTML & CSS, built a simple to do list website that allows users to input tasks and said tasks will then be displayed as a list on the screen, the user can also freely edit inputted tasks as well as delete them.

- **Sudoku Solver:** Done using **Python**, built a simple sudoku solver algorithm that uses backtracking and recursion to solve a given sudoku puzzle.
- **Clothing Store:** Done using **React**, built an interactive fake online clothing store web application that will display items for sale and allow users to add items to a cart.
- **Discord Bot:** Done using **JavaScript & React,** built an interactive discord bot that, when prompted, will play tic tac toe with the user, it also keeps track of the user's total wins.

Work Experience:

PhotoBrick NZ, Auckland New Zealand | Photo Editor | Nov 2021 - Feb 2022

- Took people's photos, edited in PhotoShop and with use of company's software, rendered said photo in lego bricks
- Demonstrated people skills as I was able to discuss with customers if they were happy with the render and if not, what changes they want to be implemented in order to make them happy with the render.

Extracurricular:

Vista x WDCC Tech Consulting Competition: This involved working as a group of 4 and creating and presenting a possible tech solution for movie company Vista on how to entice customers to start going to the cinemas again. Our solution was a simple application that had a voting system so customers could vote for what movies they would like to see in the cinemas.

WDCC x SESA Hackathon 2022 - Front End Developer: This involved working as a group of 4 and creating an app based on the theme of making a boring task into something fun/enjoyable. My team created a meal planner app that would take in a user's input of ingredients and output back a list of meals and their specific recipes. We created our app using React and communicating with an API we found on the web.

Achievements:

2022 - Dean's Honours List - awarded to students in the top 5% of their year.

Character Reference:

Omar Tamayo | Sancta Maria College | 022 390 2811