# Qi Wen Wei

## Preferred name: Kevin Wei

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#### TECHNICAL SKILLS

• C++, C#, JavaScript, Java, Python, HTML/CSS, Vue, React, Express, Node, Git, Docker, VS Code, Unity 2D/3D, Game Development, Frontend, Backend, Full-Stack, English, French - All at a intermediate proficiency or above

## **EDUCATION**

# University of Toronto Full-Time Student

Bachelor of Science in Computer Science

Earl of March Secondary School

High School Diploma

Sep. 2023 – June 2027 Toronto, Canada

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Sep. 2019 – June 2023

Kanata, Canada

## Professional Experience

## Software Developer Intern

Sep 2022 – Jan 2023

Nokia

Kanata, Canada

- Cooperated with others on a full-stack web application using **NodeJs**, **mySQL**, **VueJS** serving over a **thousand** employees at the Kanata Location
- Overhauled the Email System, allowing for detailed information about user requested info
- Daily Code Review with fellow colleagues in improving the efficiency of the program.

## Virtual Ventures Instructor

 $Jan\ 2022 - Jan\ 2023$ 

Carleton University

Ottawa, Canada

- Promoted development of interest in computer science by supporting students through the **full software** development lifestyle.
- Helped groups of students develop a fully complete project ranging from websites to online games

## Virtual Ventures STEM Instructor

July 2022 – August 2022

Carleton University

Ottawa, Canada

- Promoted/Fostered interest in engineering and technology for youth ranging from age 6 to 16
- Taught lessons on basic python and engineering techniques to classes of up to 30
- Coordinated with fellow Instructors on lesson planning

#### Projects

#### Pluto E-Learning | JavaScript, MongoDB, React

Nov 2023 – Present Date

- Collaborating with 4 other members of the **University of Toronto Enactus Club** to develop a online financial learning platform
- Designed and developed a **REST API**, enabling communication between a mongoDB database and the client allowing for user authentication and retrieval of information such as user statistics and course outline.

#### Earl of March Virtual Tour | Unity, C#, Git

Nov 2021 - Jun 2021

- Developed a simulation program for Earl of March Secondary School utilizing Unity 3D Game Engine
- Created unique path-finding features using **BFS** allowing users to better find their classrooms
- Over 100 unique locations to explore with full 360 degree view of each area

#### Achievements

- Group 3 of Senior 2023 Waterloo CCC contest with a score of 48 (Top 3% in Canada)
- Co-Founder of Earl of March Competitive Programming Club
- Volunteered at Virtual Ventures Intermediate Engineering Design Studio 3 times