EVAN LUO

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SUMMARY OF QUALIFICATIONS

Languages: TypeScript, JavaScript, HTML, CSS, C++, Java, Python, C, Bash, Racket

Frameworks: Angular, Bootstrap, Vue.js, Spring Boot, React, Jasmine Developer Tools: Git, Jira, Postman, UML, Visual Studio Code

Other technical skills: PostgreSQL, RESTful APIs, Windows, Linux, Agile

-- Strong problem-solving and critical thinking ability

- -- Excellent interpersonal communication skills translating to effective teamwork and leadership
- -- Fluent in Mandarin as secondary language; basic French communication abilities
- -- Qualified for the 2019 American Invitational Mathematics Examination (AIME)

WORK/VOLUNTEER EXPERIENCE

Full Stack Developer Intern

SS&C Technologies

May 2020 – Aug 2020

- -- Lead team responsible in the search for references to acquired company for over 40 legacy applications; consistently communicated with higher-ups providing daily updates
- -- Applied Angular, Java, PostgreSQL, Jasmine skills to contribute to the unit testing, frontend, back-end services, and make database modifications for application to be used by world's largest mutual fund companies
- -- Setup structure for Vue.js front-end to make API calls to retrieve data for an overdue dashboard project (stepped in as relief)

Table Tennis Tournament Volunteer

York Region Athletic Association *May 2019*

-- Supervised running of entire tournament with one additional partner; resolved many time-urgent issues with innovative solutions while remaining calm; praised by tournament organizers and coaches at the end of the day

Mathematics Tutoring

Bayview Secondary School Math Department Oct 2016 – May 2019

-- Guided tutees during one-on-one sessions with high improvement in grades (~15%)

RELEVANT PROJECTS

Personal Website w/ Online Card Store

HTML5, CSS3, JavaScript, Bootstrap Jan 2020 -- Built a personal website with custom cursor from scratch; online store webpage with functioning front-end can be found under projects tab of main page of the website

-- https://mraaagent.github.io

Sudoku

Python, Pygame, Beautiful Soup Jan 2021
-- Recreated a Sudoku game by web-scraping new puzzles from online and using backtracking algorithm to solve any puzzle retrieved; has multiple game modes to play -- https://github.com/MrAAAgent/sudoku

Sorcery (Card Video Game)

C++, UML Dec 2020

-- Developed Hearthstone-spinoff for CS246 group project; established class structure from scratch, implemented requirements plus extra features in a week; received grade above 100

EDUCATION

Candidate for Honours Computer Science Co-operative Program (in 2B term)

University of Waterloo Sept 2019 – Ongoing

International Baccalaureate Diploma w/ Ontario Secondary School Diploma

Bayview S.S Sept 2015 – Jun 2019