

# Yufeng Wang

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## Skills

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**Languages** English (Native), Chinese (Mandarin), French (High School Level)  
**Programming** Java, C#, Javascript, C++, C, MatLab, CGI, HTML5, CSS, Bash, x86 Assembly, DOS  
**Technologies** GitHub, Unity, OpenGL

## Education

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<b>McGill University</b>	Montreal
Bachelor of Science -Computer Science	Sept. 2018 - Present
<b>Utica Academy for International Studies</b>	Michigan, United States
IB Diploma	Sept. 2014 - June 2018

## Projects

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**3D Tic-Tac-Toe** <https://github.com/nimbusskye/tictactoe> 2020

- ✚ Text-based 3D Tic-Tac-Toe game using C++
- ✚ Algorithmic checking for win conditions
- ✚ Functional AI by checking for win conditions each turn

**Text RPG** <https://github.com/NimbusSkye/TextRPG> 2018

- ✚ Large-scale Java application with extensive use of Object-Oriented Programming techniques
- ✚ Familiarized with Object-Oriented Programming in Java

**P2P Dungeon Crawler** <https://cs.mcgill.ca/~ywang498> 2019

- ✚ HTML and CGI-based dungeon crawler
- ✚ Familiarized with web packets and interfacing CGI with C programs
- ✚ Collaboration with fellow classmates to create a traversable dungeon

**Video Game Level Design** <https://github.com/Treeki/Reggie> 2011-2015

- ✚ Analyzed internals of New Super Mario Bros. Wii, contributed to a community level designer
- ✚ Designed custom levels as seen here: <https://youtu.be/kOmtDUW1PjY>
- ✚ Effectively coordinated and distributed team work across team members

## Courses

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Intro to Computer Science	Winter 2019
Linear Algebra	Winter 2019
Intro to Software Systems	Fall 2019
Intro to Computer Systems	Fall 2019
Discrete Mathematics I	Fall 2019
Software Design	Currently Taking
Computer Systems Lab	Currently Taking
Probability	Currently Taking
Differential Equations	Currently Taking