

# Fang Lei Wu

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## EDUCATION

### Queen's University

Kingston, ON

*Bachelor of Computing (HONOURS) BCMPH*

*Sept 1st 2021 – Apr 30 2025*

GPA: 3.76/4.3 - Dean's List (Year of 2024-2025)

Course work: Low level programming, Object Oriented Programming, Operating Systems, Databases, Data Analysis, Algorithms

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, HTML, Javascript, Bash, CSS, C#, SQL, PHP, C, Batch (Windows Script), Bash (Unix / Linux / macOS Script)

**Tools:** Visual Studio Code, Repl.it, Eclipse, Microsoft Powerpoint, Microsoft Excel, Microsoft Word, Desmos, Geogebra, Android Studio, LaTeX, Docker, Unity, Matlab, Google Collab, Active Directory

**Frameworks and Libraries:** Numpy, Pandas, Jupyter Notebook, Pytorch, Matplotlib, Mesa, Sci-Kit, Node.js

**Concepts:** Data Structures, Artificial Intelligence, Machine Learning, Data Science, Game Development, Exploratory Data Analysis, Scripting, Cuda, Networking, System Design

## EXPERIENCE

### IT Assitant

May 2024 – August 2024

*Lucid Corp*

*390 Orenda Rd, ON*

- Re imaging and resetting computers for practical business purposes
- Assisting of recovery of company network during crisis
- Troubleshooting IOT devices

### Teaching Assistant - CISC 223

Sept 2023 – Dec 2023 and Sept 2024 – Dec 2024

*Queens University*

*99 University Ave, Kingston, ON*

- Proctoring in person assessments
- Marking assessments
- Holding office hours

### Lab Assistant

May 2022 – August 2022 and May 2023 – August 2023

*Nucro Technics*

*2000 Ellesmere Rd, ON*

- Assisting in providing Microsoft, Desktop, and Printer software support and troubleshooting
- Sorting paper files and organizing them into a common online library, and giving support for users of the newly established system
- Logging locked chemical usage and Opening and logging packages

## PROJECTS

### CISC 500 Undergraduate Thesis | *Python, Mesa, Artificial Intelligence*

Sept 2024 - April 2025

- TA Assignment using Agent Based Modelling
- Supervised by Professor Christian Muise
- Implements an agent based model to simulate assignments of teaching assistants to university courses
- Improved step complexity from  $O(n)$  to  $\log(n)$  for agents optimizing code improving performance by over 40%
- Implemented parallel assignment processing reducing turnaround time by tenfold
- Generated and analyzed results for interpretation

### Paradopple | *Unity, C#*

Jan 2023 - April 2023

- Play game here
- A game made in Unity made for the course CISC 226
- Involves a 2D tile by tile movement where the future self must avoid being seen by the past self while completing the level
- Made in conjunction with 1 other group member where we also consulted a digital artist for sprites

### Diorama Test Study Aid | *HTML, Javascript, Web application*

Oct 2023

- A website gui which displays an image where the user will guess which era it depicts.
- The reason I developed this is to aid to study for a specific test in a course.