

Qi Dang

Phone: (250) 891-2068
Email: qdang6@my.bcit.ca

Portfolio: <http://qidang.me/>
GitHub: <https://github.com/QI-D?tab=repositories>
LinkedIn: <https://www.linkedin.com/in/qi-dang/>

Profile

Passionate about software development. My entrepreneurial background has taught me strong interpersonal, and problem-solving skill, and persistence. BCIT CIT program has given me broad technology skill set including software/web development, cloud computing, database design/management, Windows/ Linux system/server, and networking. Currently working as Associate Software Developer Co-op at Teradici, HP.

Technical Skills

Programming	Web	Frameworks	Cloud	Database	Tools
<ul style="list-style-type: none">• Python• Java	<ul style="list-style-type: none">• JavaScript• HTML• CSS• NodeJS• ExpressJS	<ul style="list-style-type: none">• Flask• Bootstrap• Unittest• Django• ReactJS (learning)	<ul style="list-style-type: none">• AWS• GCP• DigitalOcean	<ul style="list-style-type: none">• MySQL• PostgreSQL• Firebase• MongoDB	<ul style="list-style-type: none">• Git• Jira• TravisCI• Linux/UNIX• Postman

Work Experience

Associate Software Developer Co-op

September 2021 – Present

Teradici, HP

- Developing and maintaining Terraform, Bash, PowerShell, and Python cloud deployment scripts for AWS and GCP
- Designed and integrated centralized logging system for deployments running on AWS and GCP to improve experience and efficiency for retrieving logs
- Analyzed and resolved issues independently and with peers

Junior Systems Engineer/ Back End Developer Co-op

May 2021 – September 2021

Intellyon Inc.

- Stabilized and maintained cloud infrastructure on AWS, improved server availability and secured with customized firewall
- Developed new software functionalities and ensured the requirements were met
- Collaborated with other peers on the improvement of software performance and performed error analysis
- Streamlined and automated code deployment process using bash scripts

Owner/ Store Manager

April 2018 – April 2020

Tomley's Market

- Responded to customers' inquiries, complaints, and requirements in timely and professional manner
- Originated weekly planning including employee schedule, delivery schedule, stock management
- Monitored sales and revenue to ensure reaching the target each month and even surpassing it
- Hired new employees, instructed them in work safety standards and introduced them in the collective
- Placed orders and kept in contact with suppliers to ensure a great collaboration

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Education

British Columbia Institute of Technology, Vancouver, BC

- Computer Information Technology - GPA: 88%

Winter 2020 - Present
Expected Graduation: Dec 2022

Camosun College, Victoria, BC

- Associate of Science Degree

Jan 2018 – April 2018

University of Victoria, Victoria, BC

- Computer Science

Sept 2016 – Dec 2017

Personal Project

Snake Game

Duration: 3 days

- Developed a snake game which player has control over the snake to collect apple; then the scores are uploaded to a web leaderboard
- Developed the game using Python, Pygame, MySQL, and Flask
- Developed difficult levels to adjust speed of snake and score per apple

Academic Projects

Scheduler

Industry Sponsored Student Projects - This project is on trial in the NICU at BC Women's Hospital

January 2021 – April 2021

- Expanded and improved a web-based application provides better schedule functions based on nurse's discipline, patient needs, and consistency of shift assignments
- The application was developed using Python, Flask, Jinja, jQuery, Bootstrap, and MySQL
- Developed on algorithms to make more accurate assignments
- Implemented filtered dropdown lists to anticipate conflicts in assignments
- Applied Agile methodology and built relationship with team members and clients

Maze Game

Object-oriented Programming

October 2020 – November 2020

- Developed a maze game that player has control over the character to explore the maze and collect items within duration; then the results are uploaded to a web leaderboard
- Developed the game using Python language, Pygame module and Model-view-controller pattern
- Developed and debugged the game with Test-driven Development process using pytest
- Applied Agile methodology and built relationship with team members
- Collaborated with team members on GitHub such as creating, pulling, pushing, and merging branches and resolved merge conflicts

Social Reminder

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Developing Web Applications

October 2020 – November 2020

- Developed a reminder app that enables user account creations, reminder creation, reminder modification and deletion. It also allows user to share reminders with friends.
- Developed the app using JavaScript language, NodeJS, ExpressJS, EJS, Bootstrap and MongoDB
- Established cookie session which stores credentials to maintain an active session for users
- Collaborated with three team members using Agile methodology and manage repository on GitHub