

Phone: (250) 891-2068 Portfolio: <a href="http://qidang.me/">http://qidang.me/</a>
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GitHub: <a href="https://github.com/QI-D?tab=repositories">https://github.com/QI-D?tab=repositories</a>

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## **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 Junior Systems Engineer/ Back-End Developer Co-op at Intellyon Inc..

## **Technical Skills**

Programming	Web	Frameworks	Cloud	Database	Tools
<ul><li>Python</li></ul>	<ul> <li>JavaScript</li> </ul>	<ul><li>Flask</li></ul>	<ul><li>AWS</li></ul>	<ul> <li>MySQL</li> </ul>	• Git
<ul><li>Java</li></ul>	<ul><li>HTML</li></ul>	<ul> <li>Bootstrap</li> </ul>	<ul> <li>DigitalOcean</li> </ul>	<ul> <li>SQL</li> </ul>	<ul> <li>GitHub</li> </ul>
	<ul><li>CSS</li></ul>	<ul> <li>Unittest</li> </ul>		<ul> <li>Firebase</li> </ul>	<ul> <li>TravisCl</li> </ul>
	<ul> <li>Node</li> </ul>	<ul> <li>React</li> </ul>		<ul> <li>MongoDB</li> </ul>	<ul><li>Linux/UNIX</li></ul>
	<ul> <li>Express</li> </ul>	<ul> <li>Django</li> </ul>		<ul> <li>PostgreSQL</li> </ul>	<ul> <li>Postman</li> </ul>

## **Work Experience**

Junior Systems Engineer/ Back End Developer Co-op (May – Aug 2021)

May 2021 - Present

Intellyon Inc.,

- Installation, configuration, and maintenance of server software:
  - Cloud computing (AWS)
  - Web Server (Nginx)
  - Application Server (Gunicorn)
  - Software Development Framework (Django)
- Monitoring server software for performance, uptime, error logs and security.
- Database development (PostgreSQL, PL/pgSQL, SQL)
- Server-side scripting and REST API Development (Python)
- Development and maintenance of Admin Portal (Python, HTML, CSS, JavaScript)

## **Owner/ Store Manager**

April 2018 - April 2020

Tomley's Market, Victoria, BC

- 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

#### **Education**

British Columbia Institute of Technology, Vancouver, BC

Computer Information Technology - GPA: 88%

## Camosun College, Victoria, BC

Associate of Science Degree

Winter 2020 - Present

Expected Graduation: April 2022

Jan 2018 - April 2018

# Qi Dang

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#### University of Victoria, Victoria, BC

• Computer Science

#### Sept 2016 - Dec 2017

## **Personal Projects**

## Chatting

In Progress

- To develop a web app which allows users to have private chats with friends and public group chats
- This app will be developed using NodeJS, ExpressJS, ReactJS, MongoDB, and Socket.IO

#### **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

- To expand and improve 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**

**Developing Web Applications** 

October 2020 - November 2020



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• 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