

Qi Dang

Phone: (250) 891-2068

Email: qid14@outlook.com

Personal Website: <https://www.qidang.me/>

GitHub: <https://github.com/QI-D>

LinkedIn: <https://www.linkedin.com/in/qi-dang/>

Technical Skills

Languages	Python, JavaScript, Java
Web	NodeJS, Express, HTML/CSS/JS, React, Tailwind CSS, Bootstrap, Flask, Django
Cloud	AWS, Google Cloud, Microsoft Azure
Database	MySQL, PostgreSQL, Firebase Realtime Database, MongoDB
Unix/ Linux	VMs, Command-Line, Bash, Shell Scripting, Vi
VCS and DevOps	Git, Jenkins, Terraform, Ansible, Docker, Kubernetes
Communication Protocols	HTTP, TCP/IP, REST

Work Experience

Associate Software Developer Co-op

September 2021 – August 2022

HP Teradici

- Developed and maintained Terraform, Bash, PowerShell, and Python cloud deployment scripts for AWS and GCP
- Utilized public clouds Google Cloud Platform and Amazon Web Services
- Integrated cloud logging and monitoring services to improve efficiency for troubleshooting and scaling on AWS and GCP
- Analyzed and resolved issues independently and with peers
- Provided support to other staff using the cloud deployment scripts

Junior Systems Engineer & Back End Developer Co-op

May 2021 – August 2021

Intellyon Inc.

- Developed and maintained cloud infrastructure on AWS, improved server availability and secured with customized firewall
- Developed REST APIs 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

Education

British Columbia Institute of Technology, Vancouver, BC

Winter 2020 - Present

- Computer Information Technology

Expected Graduation: Dec 2022

Camosun College, Victoria, BC

Jan 2018 – April 2018

- Associate of Science Degree

University of Victoria, Victoria, BC

Sept 2016 – Dec 2017

- Computer Science

Personal Project

Portfolio Website

- Developed portfolio website with ReactJS and Tailwind CSS

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Snake Game

- 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

Inventory Management System

Service Based Architectures

September 2022 – December 2022 (In progress)

- Developing an inventory management system in event-driven microservice architecture
- Developing the system using Python, MySQL, SQLite, Kafka, SwaggerHub and OpenAPI
- The system will be containerized using Docker and will be deployed on Microsoft Azure

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

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