Qian Qian

Montreal, Quebec, Canada | 🔄 me@qubik.top | 😱 Qubik65536 | in in/qianq | 🌐 qubik65536.top

EDUCATION

University of Waterloo

Waterloo, Ontario, Canada

Bachelor of Software Engineering, Honours Software Engineering, Co-op

2025 - 2030

Vanier College

Montreal, Quebec, Canada

Diploma of College Studies, Computer Science & Mathematics

2023 - 2025

• Global R score: 32.5 | Honour Roll: Fall 2023, Winter 2024, Fall 2024

SKILLS

• Languages: Kotlin, Java, Python, Rust, Swift, Typst, LaTeX

• Technologies: Git, GitHub Actions, Ktor, Flask, Probot, SwiftUI, Quilt, Linux, NGINX

EXPERIENCE

Coordinator & Tech Lead 🏠 🖓

Sep 2024 — Present

Vanier FLOSS Club

Remote

- Oversaw overall club operations by organizing meetings, tracking project progress, and coordinating regularly with the college liaison on school-related matters.
- Organized annual day-long unconference events promoting Free/Libre and Open Source Software awareness and adoption, attracting 50+ attendees; delivered talks on how to contribute to FLOSS projects.
- Built and maintained the software and infrastructure supporting the club's activities.
- Led and mentored club members in developing software projects actively used by the club.

Teaching Assistant, Data Structures and Object Oriented Programming

Jan 2025 — May 2025

Vanier College

Montreal, Quebec, Canada

- Supported 61 students across 2 sections by clarifying course concepts and assignment requirements.
- Graded 6 assignments and evaluations throughout the semester, ensuring consistent and timely feedback.
- Analyzed student performance to identify 15+ common misconceptions and proposed actionable improvements adopted by course staff.

Sub-Captain, Programming Competition Subteam 🖓

Sep 2024 — May 2025

Vanier Robotics Team

Montreal, Quebec, Canada

- Organized and led 10+ preparatory workshops for team members.
- \bullet Achieved 1st place in Division 1 at CRC TakTik 2025 programming competition as part of the team.

PROJECTS

Developer, Typstify 😱

Jul 2024 — Present

- Developed the application, a Typst editor for iPadOS, using Swift, SwiftUI, and Rust bridged by chinedufn/swift-bridge.
- Contributed to 3 open-source dependencies of the project.

Maintainer, ungoogled-chromium-macos

Nov 2023 — Present

- Maintained macOS packaging of the Ungoogled-Chromium browser by tracking and packaging Chromium updates downstream, resulting in 100+ timely macOS releases delivered to over 5,000 users.
- Optimized GitHub Actions workflows to automate builds and releases, reducing CI build time by 40%.

Developer, RemoteMC 😯

Mar 2022 — Nov 2023

• Developed the software, a set of applications, chatbots, and plugins that act in group as a Minecraft server management tools, in Kotlin, Ktor, and Python.