

# Qian Qian

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## EDUCATION

<b>University of Waterloo</b> <i>Candidate of Bachelor of Software Engineering, Honours Software Engineering, Co-op</i>	Waterloo, Ontario, Canada 2025 — 2030
<b>Vanier College</b> <i>Diploma of College Studies, Computer Science &amp; Mathematics</i> • Global R score: 32   Honour Roll: Fall 2023, Winter 2024, Fall 2024, Winter 2025	Montreal, Quebec, Canada 2023 — 2025




## SKILLS

- **Languages:** Kotlin, Java, Python, Rust, Swift, Typst, LaTeX
- **Technologies:** Git, GitHub Actions, Ktor, Flask, Probot, SwiftUI, Quilt, Linux, NGINX

## EXPERIENCE

<b>Coordinator &amp; Tech Lead</b>   Vanier FLOSS Club	Sep 2024 — Present <i>Remote</i>
<ul style="list-style-type: none"><li>• Oversaw overall club operations by organizing meetings, tracking project progress, and coordinating regularly with the college liaison on school-related matters.</li><li>• 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.</li><li>• Built and maintained the software and infrastructure supporting the club's activities.</li><li>• Led and mentored club members in developing software projects actively used by the club.</li></ul>	
<b>Teaching Assistant, Data Structures and Object Oriented Programming</b> Vanier College	Jan 2025 — May 2025 <i>Montreal, Quebec, Canada</i>
<ul style="list-style-type: none"><li>• Supported 61 students across 2 sections by clarifying course concepts and assignment requirements.</li><li>• Graded 6 assignments and evaluations throughout the semester, ensuring consistent and timely feedback.</li><li>• Analyzed student performance to identify 15+ common misconceptions and proposed actionable improvements adopted by course staff.</li></ul>	
<b>Sub-Captain, Programming Competition Subteam</b>  Vanier Robotics Team	Sep 2024 — May 2025 <i>Montreal, Quebec, Canada</i>
<ul style="list-style-type: none"><li>• Organized and led 10+ preparatory workshops for team members.</li><li>• Achieved 1st place in Division 1 at CRC TakTik 2025 programming competition as part of the team.</li></ul>	

## PROJECTS

<b>Developer</b> , Typstify  • 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.	Jul 2024 — Present
<b>Maintainer</b> , ungoogled-chromium-macos  • 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%.	Nov 2023 — Present
<b>Developer</b> , RemoteMC  • 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.	Mar 2022 — Nov 2023