

Ruifeng(Harris) Hua

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SUMMARY OF QUALIFICATION

- Experienced with cryptography and both internet and operating system security including asymmetric encryption, Arp spoofing, Buffer Overflow Attacks, etc., and completed 23 CTF security challenges with 93% pass rate and earned a perfect score in the Computer and Network Security course.
- Proficient in both Android and IOS developments through implementing a personal safety app that utilized users' current location and several google APIs written in Java and Swift respectively.
- Great understanding of game development resulted in the completion of a third-person shooter using Unity and C# as well as implementing an adventure game with approximately \$20000 funds that soon will be on Steam.
- Strong understanding of object-oriented programming and web development by implementing several web applications using JavaScript, GraphQL, React, Apollo and MongoDB Atlas.
- High proficiency of coding skills using Java, C, C++, Python in microservices, multiprocessing and operating system.
- Solid understanding of algorithms including greedy algorithm, Divide & Conquer algorithm, Dynamic Programming algorithm, Linear Programming algorithm.

EDUCATION

Candidate, Honours Bachelor of Science (Co-op)
University of Toronto Scarborough, Scarborough, ON
Specialist in Computer Science Co-op
Awards: University of Toronto Scarborough Dean's List (2021)
CGPA: 3.60

2018 - Present

PROJECTS

Goldfish Girl (adventure game)

TypeScript/JavaScript/GameCreator

Mar 2021 - Present

**Small Startup Project*

- Teamed up with professional voice actors and scriptwriters while being the only programmer in the team of five and the demo won the second place of game creating competition with \$2000 prize.
- Approximately \$20000 funding and will be launched on Steam soon.

Sanctuary (personal safety app on both Android and IOS)

Java/Swift/Google APIs/Android APIs/Apple APIs

Sept 2021 - Dec 2021

- Implemented the app on both Android and IOS and Integrated the app with Google and Apple Maps and multiple Google APIs including Distance Matrix API, Places API and Maps SDK as well as multiple Android APIs including audio recording, storing data and files, capturing users' current locations, background and accessibility services etc.

Sorting Algo Visualizer (online web application for visualizing sorting algorithms)

JavaScript(React)/NodeJS

Apr 2021 - May 2021

**Self-Initiated Project*

Danmaku (online web application for video and audio streaming with live commenting)

GraphQL/JavaScript(React)/NodeJS/MongoDB Atlas

Jan 2021 - Apr 2021

Celestial Renegades (Third-Person shooter Unity game)

C#/Unity/AI pathfinding

May 2020 - July 2020

**Self-Initiated Project*

- Implemented the game in Unity by self-teaching and online researching including designing the game mechanism and all the animation and background.