Ruifeng Hua

1265 Military Trail, Scarborough, ON., M1C 1A4

https://harrishua.com

647-703-4035 | ruifeng.hua@mail.utoronto.ca | https://github.com/clubbinwithgrandpa

SUMMARY OF QUALIFICATIONS

- Strong understanding of object-oriented programming and web-development by implementing several web applications using JavaScript, GraphQL, React, Apollo and Mongodb Atlas.
- 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.
- High proficiency of coding skill using Java, C, C++, Python in microservices, multiprocessing and operating system.
- Solid understanding in algorithm including greedy algorithm, Divide & Conquer algorithm, Dynamic Programming algorithm, Linear Programming algorithm.
- 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.
- Excellent teamwork and communicational skills develop by being scrum masters of multiple projects.

EDUCATION

Candidate, Honours Bachelor of Science (Co-op)   2018 – Present

University of Toronto Scarborough, Scarborough, ON

Specialist in Computer Science Co-op

Awards: University of Toronto Scarborough Dean's List (2021)

PROJECTS

Goldfish Girl is Not in Love (adventure game)   Mar. 2021 – Present

Small Startup project

- The demo won the second place of 9th City GC Game Creation Competition in China with a $2000 prize held by GameCreator with multiple game producers as judges
- Teamed up with professional voice actors and script writers while being the only programmer in the team of five.
- Approximately $20000 funding and will be launched on Steam soon.

Sanctuary (personal safety app on both Android and IOS)   Sept. 2021 – Dec. 2021

The Startup Sandbox, University of Toronto Scarborough

https://youtu.be/BbI3YCCJAes

- Successfully implemented the app on both Android and IOS by myself with bare understanding of both Android and IOS developments at first.
- Integrated the app with Google and Apple Maps and multiple Google APIs including Distance Matrix API, Places API and Maps SDK.
- Utilized multiple Android APIs including audio recording, storing data and files, capturing users' current locations, making phone calls, sending SMS messages, foreground, background and accessibility services.
- Multiple Iterations to improve the usability of the app by online questionnaires, interviews, connecting with expertise.
- Applied several business strategies including industry and users' analysis, customer validation, value proposition and business model canvas.

Ruifeng Hua

https://harrishua.com

647-703-4035 | ruifeng.hua@mail.utoronto.ca | https://github.com/clubbinwithgrandpa

Sorting Algo Visualizer (online web application)   Apr. 2021 – May 2021

Self-Initiated project

https://upbeat-snyder-f966b2.netlify.app

- Implemented and deployed an online sorting algorithm visualizer using React and JavaScript where users can generation different sized array and visualize it by the most common used sorting algorithms including merge sort, quick sort etc.
- Additional resources were uploaded so users are also able to see the detailed information such as time complexity, pseudo-code and high-level idea of each sorting algorithm for educational purpose.

Danmaku (online web application)   Jan. 2021 – Apr. 2021

Programming on the Web, University of Toronto Scarborough

- Learned and obtained solid understanding of Graphql and utilized it for building the entire server including manipulating cloud database, user input validation and authentication etc.
- Successful built an online streaming platform that supports unlimited multiple streaming services including danmaku (floating live commenting) and several other features by two great colleagues and me.

U Impactify (online web application)   Nov. 2020 – Dec. 2020

Software Design, University of Toronto Scarborough

- As Scrum Master, utilized agile development to design and implement a web application in a team of six
- Incrementally developed the application with user story and came up with unique features on our own based on feedback.
- Organized and assign different task to group member resulting fast and clean implementation.

Celestial Renegades (Unity game)   May 2020 – July 2020

Self-Initiated project

https://youtu.be/xB1vYq29m_o

- Learned how to code in Unity using C# by watching relevant online videos and successfully implemented the game for the purpose of obtaining better understanding of different aspects of game development.
- Designed the game mechanism and arts including characters, animation, background, and particle system.
- Integrated with AI pathfinding to improve playability.

Personal Website (online web application)   Sept. 2019 – Nov. 2019

Self-Initiated project

https://HarrisHua.com

- Built the interactive mode on top of an existing framework by self-learned JavaScript and GitHub.
- Designed the layout and aesthetic of the personal website by a great deal of researching and analyzing feedbacks from others.