TONY WANG

TONYTONT.GITHUB.IO

SOFTWARE DEVELOPMENT

Java, C++, Python, PostgreSQL,
ExpressJS, RESTful APIs,
ReactJS, Node.js, AngularJS,
Socket.io, JQuery,
Bot Development (Slack Bot)

COMPUTER AIDED DESIGN

Graphic Design via
SAI/Adobe Photoshop/Illustrator/
Clip Studio Paint,
Photo Editing via
Lightroom/Photoshop,
3D Modelling via Autodesk Maya

OTHERS

Music/Sound Production via
FL Studio, Adobe Audition,
Video Editing via Adobe Premiere
Pro/Sony Vegas Pro

Creative and innovative thinker with
diverse interests from CAD, software
dev, to photography/videography.

Outstanding teamwork and leadership
skills developed through past projects.

Strong ability to learn and adjust to
new languages, libraries and
environments throughout the course of
development.

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CURRENTLY WORKING ON

PROJECT CALLIOPE
Research Phase, Apr 2016 - Present
- The goal is to build emotional AI that simulates the 5 senses and incorporates NLP through artificial neural network.
- Connects fundamental language and sensational feedback in order to comprehend the English language.
- Is based on the deep learning framework Caffe developed by Berkeley Vision and Learning Center.

PAST EXPERIENCE

INNOVATION ENGINEER
CIBC Live Labs @ MaRS, Toronto, ON, Jan 2016 - Apr 2016
- Developed and demonstrated new, innovative banking products in an Agile team of 11.
- Prototyped different projects ranging from web apps and mobile apps to bots.
- Adopted Microsoft Cognitive Service (Project Oxford) for emotion recognition and facial identification.
- Produced (Filmed and edited) professional level videography projects for CIBC and Bitmaker.

SCRUM MASTER | DEVELOPER | DESIGNER
"The Evil Hangman" Game Design Group, London, ON, Mar 2015 -Apr 2015
- Collaborated with two other members to build the entire game in Java from scratch and meet launch date (3 weeks).
- Created all visual assets (Photoshop), user interface interactions (Java GUI), and animations, with user experience in mind.

MEMBERSHIPS

TEAM MEMBER
University of Waterloo Aerial Robotic Group (WARG), Waterloo, ON, Sept 2015 – Dec 2015
- Utilized OpenCV to program and improve the image target analysis from the camera on the aircraft.

FOUNDER | TUTOR
Shenzhen Institute of Technology English Tutor Organization, Shenzhen, China, Dec 2012 - Jul 2013
- Created a non-profit English tutoring program on campus for over 200 students.
- Hired 6 other part time English tutors to meet demand.

FOUNDER | PRESIDENT
Shenzhen Institute of Technology Photography Club, Shenzhen, China, Sept 2012 - Jun 2013
- Took initiative to found the first photography club on campus, recruiting 32 members over the course of 6 months.

EDUCATION

CANDIDATE FOR BACHELOR OF COMPUTER ENGINEERING
University of Waterloo, Waterloo, ON, Expected Apr 2020

STUDENT OF GRAPHIC DESIGN
Shenzhen Institute of Technology, Shenzhen, China, Sept 2012 - Feb 2014

AWARDS

CREATIVE ARTIST OF "ARCHFANS" ANCIENT ARCHITECTURE PHOTOGRAPHY CONTEST
SnowBeer Inc., Beijing, China, Aug 2015

PRESIDENT SCHOLARSHIP
with Admission average 93%, University of Waterloo, Mar 2015

DISTINCTION ON EUCLID MATH CONTEST
University of Waterloo, Apr 2015

HONORARY STUDENT
Semester 2012-2013, Shenzhen Institute of Technology, Nov 2013

OUTSTANDING LEADER OF STUDENT UNION
Semester 2012-2013, Shenzhen Institute of Technology, Oct 2013