

# TONY WANG



tontytont.github.io

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## SOFTWARE DEVELOPMENT

ReactJS, Node.js, AngularJS,  
PostgreSQL, ExpressJS, RESTful APIs,  
Socket.io, JQuery, CSS,  
Java, C++, Python,  
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.

## PERSONAL PROJECT

### 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
- Implements deep learning framework Caffe developed by Berkeley Vision and Learning Center

## RELEVANT EXPERIENCE

### INNOVATION ENGINEERING

CIBC Live Labs @ MaRS, Toronto, ON

Jan 2016 - Apr 2016

- Developed and demonstrated new, innovative banking products in an Agile team of 11
- Prototyped and delivered working products ranging from web apps and mobile apps to bots
- Produced (Filmed and edited) professional level videography projects for CIBC and Bitmaker
- Adopted Microsoft Cognitive Service (Project Oxford) for emotion recognition and facial identification

### 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

## VOLUNTEERS

### 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