

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