



TONY WANG

TONYTON.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.

226 978 7007

t275wang@uwaterloo.ca

CURRENTLY WORKING ON

PROJECT CALLIOPE

Research Phase, Apr 2016 - Present

- Will be an emotional AI that simulates 5 basic senses of human's and incorporates NLP through artificial neural network.
- Connects fundamental language and sensational feedback in order to comprehend the language itself.
- Bases 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 entire game in Java from scratch and meet launch date (3 weeks).
- Created all visual assets (Photoshop), user interface interactions (Java GUI), 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 the initiative to found the first photography club on campus, recruiting 32 members within 6 months.

EDUCATION

CANDIDATE FOR BACHELOR OF COMPUTER ENGINEERING

University of Waterloo, Waterloo, ON, Expected Jun 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 OF SEMESTER 2012-2013

Shenzhen Institute of Technology, Nov 2013

OUTSTANDING LEADER OF STUDENT UNION

Semester 2012-2013, Shenzhen Institute of Technology, Oct 2013