Ze Ming (Tommy) Xiang

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Objective

Dedicated and motivated computer science student with innovative mindset seeking to apply 3+ years of software development passion and experience in the field of software engineering, research and innovation.

Education

- University of Toronto St.George Campus **2016 - present**
- Currently enrolled in first-year undergraduate Computer Science program
- Average GPA: 4.0
- Expected graduation date: April 2020

- York Mills Collegiate Institute **2013 - 2016**
- Graduated with a 95% average
- Achieved perfect final mark in high school Computer Science course from grade 10-12

Skills and Qualifications

- Proficiency in C/C++, Java, C#, Python, Action-Script 3.0, Haxe, QML, Arduino/Processing.
- Knowledge in LaTeX, JavaScript, HTML, CSS, PHP, OpenGL, OpenCV, VimScript.

- Over 3 years of experience in modular video game & software design
- (**Link**) Orchestral composition

- Awards and Competitions
- (**Link**) Silver Medalist - Canadian Computing Olympiad — 2016
- 1st Place in Silver Division - Don Mills C.I. Programming Gala — 2016
- (**Link**) 3rd Place, Journal Published - STEM Fellowship Big Data Challenge — 2016
  - Project: Relevance of Emergency Requests and Emergency Station Placement
  - Role: team leader, programmer; Language: Python
- Gold Medalist - Toronto Science Fair — 2015
  - Project: Ultrasonic Mapping System
  - Role: designer, programmer; Language: Java(Processing), C++(Arduino)

Accomplishments

- Work Related Experiences
- (**Link**) HackSandbox.com — 2017
  - Website for easy game creation, forking and sharing. (Created during UofT Hacks IV)
  - Role: game engine designer, sample game creator, Language: Java(Processing)
- (**Link**) Life++ — 2016 - present
  - Rigorous time-management solution with automatic schedule optimization
  - Role: sole developer; Language: C++, QML
- (**Link**) Cellular — 2015 - present
  - Procedural 2D action/adventure/strategy game (in production)
  - Role: sole developer; Language: Haxe, C#
- (**Link**) Block Buster for iPad — 2015
  - Free fast-paced side-scrolling arcade game
  - Role: sole developer; Language: ActionScript 3.0
- (**Link**) Up from the Ground — 2013 - 2015
  - 2D action/adventure space shooter game (greenlit)
  - Role: sole developer; Language: ActionScript 3.0

- Clubs, Services and Contributions
- Member of the University of Toronto Robotics Association — 2016 - present
- Member of the University of Toronto Aerospace Team: Aerial Robotics division — 2016 - present
- Founder and instructor of the York Mills C.I. Game Dev Club — 2015 - 2016
- Lead instructor of the York Mills C.I. Programming Club — 2014 - 2016
- Numerous contributions to several open source projects — 2014 - 2015
  - Projects: OpenFL, Starling