# △ 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

- Enrolled in Computer Science Specialist Program Undergraduate
- SGPA: 4.0, CGPA: 3.94
- Fast-Tracking Earlier Expected Graduation Date: April 2019
- Key Courses:

CSC209: Software Tools and System Programming
 CSC240: Enriched Introduction to the Theory of Computation
 CSC207: Software Design
 Final mark: 98
 Final mark: 91

## SKILLS AND QUALIFICATIONS

- Proficiency in C#, Python, C/C++, Java, ActionScript 3.0, Haxe, QML, Arduino/Processing.
- Knowledge in LaTeX, JavaScript, HTML, CSS, PHP, OpenGL, OpenCV, VimScript.
- · Editors / IDE: Vim, Sublime Text, Eclipse, Qt Creator, PyCharm
- · Version Control: Git
- Software Proficiency: Photoshop, Flash Professional, Unity3D, Cryengine, Microsoft Office

# WORK RELATED EXPERIENCES

• TensorBuilder 2017

- GUI editor for TensorFlow™. (Created during Hack the North 2017)
- Responsibilities: front end development, compiler, Language: C++, QML

• Life++ 2016 - present

- Rigorous time-management solution with automatic schedule optimization
- Role: sole designer + developer; Language: C++, QML

Cellular
 2015 - present

- Procedural 2D action/adventure/strategy game
- 1st place in Game-Making Deathmatch 2017
- Role: sole designer + developer; Language: Haxe, C#

• Deadlock 2017

- Educational game about programming, for research project with Steve Engels
- Featured on UofT News
- Role: back-end developer, designer; Language: C#

• Block Buster 2015

- Fast-paced side-scrolling arcade game:
- 400 plays in 1 month on school arcade machine
- Role: sole designer + developer; Language: ActionScript 3.0

<ul> <li>HackSandbox.com</li> <li>Website for easy game creation, forking and sharing. (Created during UofT Hacks IV)</li> <li>Role: game engine developer, sample game creator, Language: Java</li> </ul>	2017
<ul> <li>Up from the Ground</li> <li>2D action/adventure space shooter game: passed Steam Greenlight</li> <li>Role: sole developer; Language: ActionScript 3.0</li> </ul>	2013 - 2015
Awards and Competitions	
<ul> <li>2nd Place - Microsoft College Code Competition (MSFT3C)</li> </ul>	2017
<ul> <li>2nd Best Accuracy - (National) Unmanned Systems Canada Competition</li> <li>Contribution: a geo-locator tool developed on-the-spot</li> </ul>	2017
<ul> <li>1rd Overall + Best Technical Achievement - Game-Making Deathmatch</li> <li>Project: Cellular</li> <li>Judges recommended commercial release</li> </ul>	2017
3rd Place - UTRA Sumo Robot Competition	2017
Silver Medalist - (National) Canadian Computing Olympiad	2016
1st Place in Silver Division - Don Mills C.I. Programming Gala	2016
<ul> <li>3rd Place, Journal Published - STEM Fellowship Big Data Challenge</li> <li>Project: Relevance of Emergency Requests and Emergency Station Placement</li> <li>Role: team leader, programmer; Language: Python</li> </ul>	2016
<ul> <li>School Champion - Canadian Open Mathematics Challenge</li> </ul>	2015 - 2016
<ul> <li>Gold Medalist - Toronto Science Fair</li> <li>Project: Ultrasonic Mapping System</li> <li>Role: designer, programmer; Language: Java(Processing), C++(Arduino)</li> </ul>	2015
<ul> <li>School Champion - Canadian Computing Competition Senior Division</li> </ul>	2015
Clubs and Contributions	
- Clubs	
<ul> <li>University of Toronto Aerospace Team (UTAT): Aerial Robotics division</li> <li>Member 2016 - 2017</li> <li>Vision Subdivision Lead 2017 - present</li> </ul>	2016 - present
<ul> <li>University of Toronto Game Design and Development Club (GDDC)</li> <li>Member 2016 - 2017</li> <li>Co-President 2017 - present</li> </ul>	2016 - present
<ul> <li>Member of the University of Toronto Robotics Association</li> </ul>	2016 - present
<ul> <li>Founder and instructor of the York Mills C.I. Game Dev Club</li> </ul>	2015 - 2016
<ul> <li>Lead instructor of the York Mills C.I. Programming Club</li> </ul>	2014 - 2016
- Contributions	
<ul> <li>Numerous contributions to several open source projects</li> <li>Projects: OpenFL, Starling</li> </ul>	2014 - 2015
Summer Camp Assistant Councilor at Art Gallery of Ontario	
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HackSandbox.com

2017