

# Tony Wang

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## EDUCATION

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Western University | London, ON, CA

May 2028

**B.E.Sc. Software Engineering**

- **Related Courses:** Scripting Programming Language, Software Design, Algorithms & Data Structure, Software Construction, Digital Logic Systems, Discrete Structures, Prob & Stats, Programming Fundamentals

## PROJECTS

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**StudyFinder** | *TypeScript, Tailwind CSS, React, Supabase*

Aug 2025

- Developed a full-stack web application using **React**, **Tailwind CSS**, and **Mapbox API** for finding workspaces
- Allows users, such as students and remote workers, to discover and review study-friendly locations, including cafes, libraries, and coworking spaces, based on factors like Wi-Fi reliability, plugs, noise level, and comfort.
- Integrated **OpenStreetMap API** for location discovery and leveraged **Supabase** for secure, real-time database storage and retrieval of user reviews and authentication.

**Movie Website** | *HTML, CSS, JavaScript, Node.js, React, MongoDB, Render*

Sept 2025

- Built a dynamic movie streaming platform integrating the **TMDb API** for real-time movie content data
- Developed a backend with **Node.js** and **MongoDB** to support secure user login and sign-in functionality
- Implemented features like search, filtering, and **AI movie recommendations** for a personalized user experience

**VerbAI – AI Speech Feedback Tool** | *HTML, CSS, JavaScript, Node.js, React, Firebase*

June 2025

- Built a real-time speech analysis platform to help users improve presentation skills with **AI-generated feedback**
- Integrated **Assembly AI API** to analyze audio and extract metrics such as filler word count and pace fluctuations
- Developed frontend and backend pipelines to support audio input, transcript parsing, and feedback visualization for a seamless user experience

**Chess Game** | *Python, Pytest, NumPy, React*

July 2025

- Designed and implemented a fully functional chess engine in **Python** using **object-oriented programming and data structures & algorithms** principles, including structured Engine, Board, Legality, and Move modules.
- Implemented core chess mechanics, including move generation, legality checking, check detection, etc..
- Designed supporting systems for undo/redo functionality, turn management, and game state validation.

## RELEVANT EXPERIENCE

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Burlington Public Library | Burlington, ON, CA

May. 2023 - Aug 2023

*Code Club Facilitator*

- **Facilitated weekly coding workshops for 30+ students**, introducing them to the basics of Programming, explaining challenging concepts, and fundamental knowledge to foster curiosity in computer science.
- **Designed and delivered engaging, project-based lessons** that introduced real-world applications of programming, sparking student interest in technology and inspiring future careers in software engineering.

## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, HTML/CSS, TypeScript, C

**Frameworks:** React, Node.js, Flask, FastAPI, Django

**Libraries:** Pandas, NumPy, Matplotlib, Pytest