Jason Wang

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GitHub: https://github.com/Vuwij

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Education

2014-2019	**Department of Electrical and Computer Engineering**	University of Toronto

Bachelor of Computer Engineering (GPA 3.1)

Dean's Honours List (April 2015, December 2016)

Technical Skills

Languages: C/C++, C#, VB, Java, Ruby, Python, Verilog, Assembly, HTML/CSS, MatLAB, JavaScript, JQuery, LaTeX, PHP, XML, SQL, PowerShell

Software: Altium, Dreamweaver, ModelSim, MultiSim, SolidWorks, Quartus, Unity, Visual Studio

Courses: Computer Organization, Operating Systems, Algorithms and Data Structures, Probability and Applications, Fundamentals of Optics, Dynamic Systems and Control

Professional Experience

2016 May	**Software Developer Intern**	Bell Canada

- Developed and unit tested callflow orchestration scripts for a Genesys callcenter system
- Developed an end to end regression testing system with Empirix Hammer
- Developed an audio file tracker that tracks every audio file played in a call center

2016 Jan	**Undergraduate Researcher**	UHN Department of Rehabilitation

- Researched a device which measures obstructions on city pavement
- Designed a optical/mechanical device that traces bumps on the sidewalk

2015 Sept	**Design Center Assistant**	University of Toronto

- Assisted students for signing digital laboratory equipment

Academic Experience

ENGINEERING STUDENT GROUPS

2015-17	**Robot Soccer Lead**	*University of Toronto Robotics Association*

- Using OpenCV with ROS (Robotic Operating System) to localize markers and the robot's position in 3D
- Working with Strategy team to create AI for the 3D Simulated Robocup

2015-16	**NETtalk and Communications Lead**	*Hacker Academy*

- Facilitated and Delivered NETtalks to students interested in a new field of technology

- Communicated with Sponsors such as GE to organize the DeepHealth Hackathon, University of Toronto's first healthcare and AI themed hackathon.

2015-16 **VP Communications** *University of Toronto Institute of Healthcare Improvement*

- Designed new website which effectively increased the Quality Improvement Program students from 30 to 134

Design Projects

2014-Now **Macabre III** - *Middle age pixellated role playing game made using Unity Engine*

2016 April **Edge Detector** - *Camera edge-detecting software made with NIOS Assembly using 2DFFT filters*

2016 Nov **Wireframe Drawer** - *Simple wireframe drawing hardware made with Verilog HDL*

2016 Feb **Student Club Index Searcher** - *Engineering student club search bar made with Wordpress, PHP AJAX and SQL*

2016 Jan **SaberWars** - *Used Unity's TCP/IP capability with Android Phones to create multiplayer for the HackTheNorth hackathon. Got in 4th place.*