Jason Wang

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Education

2014-2019 **Department of Electrical and Computer Engineering** University of Toronto
Bachelor of Computer Engineering (CGPA 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: Algorithms and Data Structures, Computer Networks, Communication Systems, Dynamic Systems and Control, Fundamentals of Optics, Probability and Applications

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 Monitor that tracks all audio files 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 **UTRA RoboSoccer Lead - Computer Vision** *University of Toronto Robotics Association*

- Integrating OpenCV with ROS (Robotic Operating System) to localize field markers and relative position of the humanoid robot's position
- Working with Strategy and Control team to create Artificial Intelligence and Control and Models for the Robocup simulation league in 2018

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 and created the Machine Learning challenge for the DeepHealth Hackathon, University of Toronto's first healthcare and AI themed hackathon.

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.*