Tianhao (Leo) Yao

Software Engineering | tianhao.yao@mail.utoronto.ca | Phone: (647) 797-6438

Skills Summary

- Strong background in Java, Python, and Git with over 5 years of experience
- Confident in HTML, CSS, JavaScript, SQL, and SVN
- Novice experience with C, C++, Haskell, and Node.js
- Exceptional teamwork and communication skills demonstrated by ensuring tasks are understood and completed throughout the Bank Application Scrum project

Work Experience

Senior Quality Assurance Specialist | CIBC Digital

Jan. 2018 – Aug. 2018

- Identified malfunctioning marketing pixels (Dynamic Tag Management) and cooperated with the Development Team to correct them
- Searched and refined webpage variances on the Dailies Intake and Targeted Offers Team
- Followed agile development practices, utilizing tools such as Adobe Experience Manager, Application Lifecycle Management, and JIRA, to update work progress

Projects

Java iCare Refugee Management Application | University of Toronto

Sept. 2018 – Dec. 2018

- Programmed in Java, using SQLite, in a team of 5
- Interviewed iCare employees to understand what the application must help with
- Allowed clients to load and submit forms to a central database using a friendly UI
- Equipped with features such as filtering by field, creating custom templates, and more
- Followed traditional agile practices, including user stories, sprint planning, and burndown charts
- Exhibited good software design by following commonly used software design patterns where applicable to allow easy implementation of future features

Java/Android Banking Application | University of Toronto

June 2017 – July 2017

- Coded in Java and Android in a scrum team of 5
- Equipped with most functions of a real-life banking application, including creating different types of accounts, depositing money, and sending messages
- Demonstrated strong teamwork skills by leading weekly scrum meetings and ensuring teammates understood their partition of the workload

Extracurricular Activities

Hack the North | University of Waterloo

Sept. 2018

- Programmed an icebreaker-style multiplayer game which utilizes mobile devices as controllers and a computer screen for display
- Coded in JavaScript, utilizing Node.js and Yarn for package management

Education

University of Toronto Scarborough

Candidate for Bachelor of Applied Sciences | Computer Science Honours Co-op Program Software Engineering Specialist Stream | Scarborough | Ontario | September 2016 – Present