Jing Tao

Personal Data

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Technical Skills

Language: C, C++, Java, Lisp(Scheme), JavaScript, Python Html/CSS, PHP, XML, LaTeX
DataBase: MongoDB, PostgreSql, MySql
Good understanding of various data structures, algorithms and design patterns

Work Experience

Jan-Apr 2016 | **Research Assistant**, WeBike Project, University of Waterloo, *Waterloo*
- Wrote scripts and created web applications to provide and show data analytics
- Used Google Map JavaScript API to create WeBike Trip Visualization

Sep-Dec 2015 | **Android Developer** (part-time), Easyace Edu, *Waterloo*
- Used Android Studio to design and develop EasyAce APP that connects TAs and students
- Implemented Java classes to communicate with RESTful APIs and Amazon S3 server
- Added draw, scale, translate features on imageview using Canvas, Bitmap and Matrix
- Designed and created user interface using XML

May-Aug 2015 | **BI support and Tech Intern**, Baixing.com(formerly kijiji.cn), *Shanghai*
- Designed and created web applications using Html, CSS, AngularJS and JQuery
- Wrote Python programs to retrieve and analyse Data and send Emails.
- Created RESTful APIs with Python Flask, MongoDB and PostgreSql
- Worked with PostgreSql, MySql and MongoDB

Education

Bachelor of Computer Science, **University of Waterloo**, Waterloo
Graduation anticipated for 2018
Major Average: 92
Relevant courses: Object-Oriented Software Development, Foundations of Sequential Programs, Data Structure and Data Management, Operating System, Algorithm

Projects

Slot Game, Bronte College of Canada, Feb 2013
- Designed a slot game and a login system using Java and Java GUI and graphics
- Stored user details in file, user must provide correct id and password to log in
ChamberCrawler3000, Object-Oriented Software Development, Apr 2015
- Created a simplified rogue-like video game in C++
- Used a variety of design patterns: Observer, Factorial, Visitor and Decorator Patterns
- Designed an algorithm to generate map randomly
- Gave enemies simple intelligence when moving