Woody Xiao

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Education

Simon Fraser University - Burnaby, BC | Bachelor of Science   Sep 2020 – Sep 2024

Computing Science Major

Skills

Programming languages: JavaScript / TypeScript, Java, C/C++, PHP, MySQL

Technologies: React/Redux/Hook, Express/Node.js, JWT, TypeORM, jQuery, Restful API, Jest

Other: Material UI, Bootstrap, Postman, GitHub, GitLab, Linus, JIRA

Relevant Experience

Full Stack Developer Intern (Part time)   May 2022 – Dec 2022

M2W IT Solutions, Toronto

- Created the e-commerce platform SPA by using React, React-Redux, Redux-Form, with (Express & NodeJS) as REST API backend to talk to database (MySQL)
- Followed responsive and mobile first rules to design layout and components by using react and Material UI
- Implemented the global filters components in both Front-end UI and backend logics
- Created various components and using React Hook and universal store Redux
- Integrated online payment channel of PayPal and Stripe Restful API
- Designed and conducted the model, data migration, and seed data by using TypeORM
- Defined and implemented the system's routes and Restful APIs

Projects Experience

Vancouver Public Art Website – **Github**   Sep 2021 – Dec 2021

- Developed and designed the Vancouver Public Art website to promote the exploration of artworks throughout the city of Vancouver by implementing HTML, CSS, JavaScript, and PHP
- Designed and created relational databases and schemas for functionalities of login, comment, rating in XAMPP environment by using MySQL.
- Built a live searching function and filter function for users in the website to search different type artworks by implementing jQuery, Ajax, PHP, and MySQL

StirfryGame – **Github**   Jan 2021 – Apr 2021

- Built an interactive multimedia simulation that demonstrates a process of making stir fry, with the feature of user interactivity by using Java, JPanel.
- Implementing Perlin noise to draw the fire effect and using decorator pattern to apply the potential effect of the stir fry in different states in the game.
- Creating and designing all classes by following the principle of OOP principle, strict encapsulation, and inheritance, abstract superclass and interface.