

Tianle Wang

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Skills

Programming	C/C++ (STL), Javascript/Typescript(React), Java, Python(Django, Django REST), R(tidyverse, glmnet, ISLR, etc.), HTML/CSS
Miscellaneous	Shell (Bash), L ^A T _E X(Overleaf/Markdown/R Markdown), Microsoft Office, Git, etc.
Soft Skills	Teamwork, Problem-solving, Documentation, Self-learning, etc.
Develop Tools	Vscode, Vim/Neovim, IntelliJ, Pycharm, R-Studio
Data Structure	Graph, BST, AVL Tree, Hash, Segement Tree, Binary Index Tree, etc.

Education

University of Toronto

Toronto, ON

HBSc in Mathematics and its Application on Statistics and Computer Science

Sept 2020 - Sept 2023

- **Focus Courses:** Regression Method, Statistical Theory and Methods, Statistical Computation, Probability, Computers and Society, Object-oriented Programming and Software Design, Software Tools and System Programming, Data Structure and Algorithm Analysis
- **CSC Courses GPA:** 3.83/4.00

Work Experience

Shanghai Yuliang Packaging and Printing Co., Ltd

Shanghai, China

Data Manager

Jun 2020 - Sept 2020

- Organized the productions and managed partial of raw materials.
- Contacted new suppliers for the company which saved overall 3% cost compared to the previous month.

Projects

Puzzle Solver and Generalizer

Toronto, ON

University of Toronto

Mar 2021 - Mar 2021

- Built basic puzzle classes by basic oop design concept and used bfs/dfs algorithm to solve such as sudoku, word finder with language python.
- Used tkinter to build GUI and generalize game. Received 100/100

Pokémon-like Word game

Toronto, ON

University of Toronto

Nov 2021 - Dec 2021

- Designed CRC cards based on clean architecture, and coded classes, methods and functions based CRC cards followed SOLID principles in Java.
- Used variety of design patterns (factory, adapter, memento, etc.) to modify classes to be more functional and lightweight game.
- Used JUnit to test each single function, Swing to build GUI, and gson to store players' data. Graded 85/100

Linear Regresssion Model on Gamer Statistics

Toronto, ON

University of Toronto

Feb 2022 - Mar 2022

- Did literature review and used EDA(Exploratory Data Analysis) to do data clean from Kaggle
- Used variety statistical methods(t-statistics, f-statistics and ANOVA, residual plots, transformation, etc.) to select, verify and build the model.
- Summaried and interpret the problematic observations and model, and present the model. Graded 80/100

Web Sever

Toronto, ON

University of Toronto

Mar 2022 - Apr 2022

- Established server that allow severla clients communicate with over sockets by C.
- Followed using select, pipe and other system calls that implement simultaneous communication with Linux Kernel. Graded 95/100.

Wordpress Blog

Toronto, ON

Personal

Jan 2022 - Present

- Established LAMP(Linux, Apache, MySQL, PHP) suite on the cloud server and then used Wordpress framework to deploy web blog page.
- Customized theme style by CSS. Has thousands of hits.

React Web - Course Notes, see <https://note.yorafa.com>

Toronto, ON

Personal

Feb 2022 - Present

- Used React framework (create-react-app) with mui desgin to create web pages.
- Use react-markdown to render posts in markdown format as content.
- Built and deployed static web page by using Github Action. Frequently used by me and some of my classmates.

React Web - UTLeetcoder, see <https://coder.xftech.org/>

Toronto, ON

Group Project

Dec 2022 - Present

- Used axios and Leetcoder api catch registers statistics by nodejs.
- Used React framework (create-react-app) with antd desgin to render and visualize users statistics.
- Used Github Action generated static web page and deployed on Github Pages on daily schedule.
- Over 40 users use this website to track their statistics

Django REST API - UTodo, see <https://github.com/XFTTech/UTodo>

Toronto, ON

Group Project

Jan 2023 - Present

- Used Django framework and Django REST framework to build a REST API server
- Used Heroku deploy the server and use SQLite as database

Achievements

2023 **Leetcode Knight**, Top 5.06% of site, see profile <https://leetcode.com/Yorafa/>