

YUWEI (BILL) TANG

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EDUCATION

Bachelor of Applied Science, University of Toronto

September 2016 - Present

- Major in **Electrical and Computer Engineering**, minor in **Machine Learning**, 3rd year
- President's Entrance Scholarship / Dean's List (2016 – 2017)
- CGPA: 3.63

TECHNICAL SKILLS

Languages

- Experienced: C / C++ / MATLAB
- Other: Verilog / Assembly Language for NIOS II / HTML / CSS / Java Script

Software

- Design: Microsoft Office Suite (Word, Excel, PowerPoint) / AutoCAD / NetBeans IDE / Android Studio
- Graphics: Blender / Adobe Premier

PROJECTS

Website Developer, Personal Website

January 2017 – Present

- Developed webpages using **HTML / CSS / Java Script**
- Designed icons and other graphical components

Team Member, Ice Vs. Fire **NOIS II Assembly Game**

April 2018

- Produced a 2D multiplayer brick shooting game using **Altera Monitoring Program**
- Separated and manipulated Bitmap data to display interface

Team Member, Polaris C++ Mapping and Navigation System

January 2018 – April 2018

- Conducted State-of-the-Art research on existing geographic information systems (GIS)
- Collaborated with 2 other teammates and built a complete mapping and navigation system from a low-level **API**
- Applied skeuomorphism and other design techniques to the user interface
- Implemented path-finding function using Dijkstra's and A-star algorithms
- Used two-opt and simulated annealing to solve Travelling Salesman Problem

Team Member, UofT Runner **Verilog Game**

December 2017

- Designed and simulated a 2D adventure platform game using **Altera ModelSim**
- Implemented gravity and interaction system for player and in-game obstacles
- Wrote and modified code to receive inputs from on-board switches / PS/2 Keyboard and output to VGA monitor

Team Leader, Engineering Strategies and Practice

January 2017 – May 2017

- Drafted solutions from client's need (health and safety issues near Athletic Centre) and presented final design
- Initiated team discussions and interacted with a real client
- Followed a conventional project cycle with Project Manager
- Prepared various technical reports during different design stages

Team Member, Engineering Strategies and Practice

September 2016 – December 2016

- Defined and constructed FOCs (Functions, Objectives, Constraints) from problem statement
- Researched and examined existing solutions
- Utilized design tools and models to evaluate feasibility of different designs

WORK & EXTRA-CURRICULAR EXPERIENCE

Team Member, University of Toronto Aerospace Team (Aerial Robotics)

September 2017 – April 2018

- Modelled parts of the quadcopters using **SolidWorks**
- Assembled quadcopters with off-the-shelf components

Ticket Office Collector (The Fair), Pacific National Exhibition

Summer 2015/2016/2017

- Provided exceptional customer service
- Handled cash and operated credit and debit terminals
- Organized and recorded financial transactions
- Recognized through PNE Spotlight-On-Excellence Employee Program

Food Manufacturer, Pasta D'Angelo

June 2016 – August 2016

- Operated pasta-making machineries and packaged freshly-made food items
- Met food safety requirements and followed food-manufacturing protocols