

Andrew Xing

bobyaaa.github.io
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Languages Python, JavaScript, C/C++, Java, C#, Delphi, SQL, bash

Technologies Flask, NodeJS, React, AWS, Docker, .NET, WPF, Unity, Git, TFS, Perforce, Jenkins, Visual Studio

Work Experience

Ubisoft Tools Developer

Jan 2020 - Apr 2020, Sept 2020 - Dec 2020

- Introduced automated database backup and recovery for an unstable **ElasticSearch** instance to store build and test statistics for developer code changes, successfully recovering database from corruption one month after release
- Developed **C#** library and macros for faster game setup and installation on Xbox, Playstation, and Stadia, saving 5 minutes whenever developers test changes on console
- Introduced automated integration testing running on code submission for the world-editor in Ranorex Studio
- Improved custom **Python** plugins for artist and 3d modelling programs like 3dsMax, Maya, and Substance Painter
- Added telemetry and tracking to **C++** clothing-based physics library to provide insight on game crashing bugs
- Supported new versions of Visual Studio by modifying installation batch scripts to allow custom plugins to install and interface with the IDE

Dye & Durham Full Stack Developer

May 2019 - Aug 2019

- Led effort in creating **REST API** wrapper layer to allow larger clients to bulk purchase legal products and services in a more efficient manner than using original website
- Added support for global customers by introducing user time zones, fixing discrepancy when querying orders outside of Ontario
- Participated in rewrite of entire angular frontend, changing css styling and adding drag-and-drop file upload options
- Maintained various web scrapers, updating **Regex** parsers and object models to accommodate site changes

JSI Telecom C# .NET Software Developer

Sept 2018 - Dec 2018

- Created custom solution for client, improving large-scale datagrid performance by implementing lazy loading on Dapper, improving initial server load time from **30 seconds to instant**
- Rearchitected major datagrid functions including filtering, sorting, exporting, and data insertion from legacy Delphi code to reusable components with C# in an **MVVM** pattern

Health Canada QA & Software Developer

Jan 2018 - Apr 2018

- Constructed data-binded WPF components of .NET MS Word extension for drug screening tool
- Created a fully responsive intranet-based informative website with media queries and Modernizr

Projects

MangaUncle

- Developed Python **Flask** webapp on Postgres and **React** for users to review and discuss manga
- Setup automated workflow with **Jenkins** build pipeline and Git webhooks on **AWS** instance
- Integrated secure user auth with SHA-2 encryption and email request tokens

Education

University of Waterloo – Class of 2022
Computer Engineering, 4A

Interests

Music production: soundcloud.com/bobyaaa
Video game development