


# BRAYDON WANG

<https://braydonwang.github.io/>

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## SKILLS AND QUALIFICATIONS

- Algorithms and Data Structures
- Data Science and Statistics
- Java, C/C++, Python, Racket, HTML/CSS/JS
- Web Development and Graphic Design
- Tools: Pandas, Numpy, Scikit-learn, Matplotlib, Seaborn, Keras
- Public Speaking and Leadership
- Machine Learning

## EDUCATION

### University of Waterloo

Waterloo, ON

*Candidate for Bachelor of Mathematics, Honours Computer Science (GPA: 3.98)*

*Sept 2021 - Apr 2026*

- Coursework:** Algebra (100%), Calculus 1 (99%), Designing Functional Programs: Advanced (98%)
- Scholarships:** President's Scholarship of Distinction 2021, Faculty of Mathematics Entrance Scholarship

## CONTESTS/AWARDS

- Euclid 2021** - 93/100 *99th percentile*
- CSMC 2020** - 57/60 *99th percentile*
- CCC Senior 2021** - 53/75 *96th percentile*
- CCC Senior 2020** - 37/75 *95th percentile*

## RELEVANT EXPERIENCE

### Machine Learning Bootcamp 2021 ([Github Repository](#))

Online

*Hosted by Google, GDG Cloud Edmonton ([Certificate](#))*

*June 2021 - Aug 2021*

- Created multiple machine learning projects during phase 1 and 2 of the bootcamp, including:
  - Grid search and cross validation model used to predict titanic survival chances
  - Named Entity Recognition program using BERT
  - Fine-tuned BERT question-answering program

### Computer Science Club ([Github Repository](#))

Richmond Hill HS

*Senior Executive of Contest Group*

*Sept 2020 - June 2021*

- Planned and developed presentations each week that focused on a specific algorithm or data structure
- Taught and lead other like-minded individuals of the fundamentals of competitive programming

### IHCAS, Youth-Led Non-Profit Organization

Online

*Web Developer & Graphic Designer*

*June 2020 - Apr 2021*

- Created and designed informative posts for the organization's social media page
- Updated and developed the organization's personal website

## PROJECTS

### Battle Royale Video Game

[Github Repository](#)

*Multiplayer, action-arcade, battle royale shooter game*

- Uses networking with server sockets and packets to allow the user to either host a game or join an existing one

### Messaging Chat Software

[Github Repository](#)

*Online, instant messaging, text chat application*

- Uses server, client sockets, and Java Swing to create chat groups, privately message, and access the server log