

# Chris Wong

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## **EDUCATION**

### **Bachelors of Applied Science and Engineering**

**2012 – Present**

- University of Toronto – St. George Campus
- Division of Computer Engineering (3<sup>rd</sup> Year)
- 3.73 GPA in 2<sup>nd</sup> Year Computer Engineering (85% Average)

## **TECHNICAL SKILLS**

### **Computer Skills**

- C, C++, Python, HTML, CSS, Javascript, XML, JSON, AJAX, PHP, Django, Verilog, Assembly, MATLAB, Microsoft Office, Linux, Unit Testing Frameworks

### **Language Skills**

- Fluent in Mandarin and Cantonese

## **PROJECTS AND EXPERIENCES**

### **Team Member for PlateShare at HackTheNorth**

**2014**

- PlateShare is a web application that helps users cut down food delivery costs by combining different orders to the same restaurant placed in the same neighborhood
- Restaurants often provide a delivery service requiring a minimum order amount of \$20+. Users who only want to spend \$10 can use PlateShare to connect with other hungry users in their neighborhood and place orders together in order to reach the minimum order amount
- PlateShare helps restaurant owners find new customers and also increases the efficiency of the delivery process, as they will only need to deliver to one address instead of two

### **Software Developer Intern at Willendare Software Technologies**

**2014**

- Developed software systems for automatic testing of complicated control systems and large-scale equipment at a small-sized software development and consulting company in China
- Helped develop a state machine based testing program for distributed systems. Using our software, different components of a complex system could be simulated and tested to ensure cross-component interactions executed properly
- Specifically helped design a communication protocol in Python that facilitated the transfer of state transitions between distributed components. This added dynamic features to a previously static environment

**Team Member** for Storage Server Project at **UofT** **2014**

- Designed a database with a team to store information on a local server
- Responsible for creating the client interface, unique client / server communication protocols, designing the data structure, implementing threading mechanisms, and writing unit test cases
- Frequent formal presentations and software demonstrations to professors
- Wrote weekly progress report memos to instructors summarizing team progress

**Team Leader** for Chrome Reminders App at **C3! Hackathon** **2014**

- Designed a simple and intuitive Chrome extension that allowed users to set reminders within Chrome by implementing URL links that brought users back to a specific webpage
- Allowed users to organize and manage Internet tasks from right within the browser
- Tasks were synced with a user's Google account and could be accessed from any computer with the extension installed
- Selected as one of five finalist to present in front of judges

**Team Member** for Digital Systems Design Project at **UofT** **2013**

- Designed a complex digital system in Verilog using programmable logic on an FPGA chip
- Our project was a game inspired by Angry Birds. The main gameplay involved launching the iconic red bird and hitting moving targets
- Wrote code to build a unique physics engine and a state-machine based control system that governed how different components of the system interacted

**Team Leader** for Praxis Design Project at **UofT** **2013**

- Analyzed a local community in need and proposed a design solution to help increase daily quality of life
- Designed a prototype pen holder intended to improve illegible handwriting resulting from hand tremors caused by Parkinson's disease
- Responsible for project organization, time management, and writing the detailed design report
- Formal presentation of the final product design to the class, the professors, and the media