Chris Wong

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EDUCATION

University of Toronto – Bachelor of Applied Science   **2012 – Present**
- 3rd Year Computer Engineering
- Sessional GPA: 3.93 (CGPA: 3.60)
- Relevant Courses: Computer Algorithms and Data Structures, Computer Organization, Operating Systems, Computer Hardware, Computer Networks

TECHNICAL SKILLS

Programming Languages
- C, C++, Python, HTML, CSS, Javascript, SQL, MongoDB, PHP, Verilog, Assembly, MATLAB

Technical Toolbox
- Django, JQuery, NodeJS, Express, Git, Unit Testing Frameworks

Language Skills
- Fluent in Mandarin and Cantonese

PROFESSIONAL EXPERIENCE

Software Developer Intern, Willendare Software Technologies, **China**   **2014**
- Developed software systems in Python for automated testing of complicated control systems and large-scale equipment at a small-sized software development and consulting company
- Helped create 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 that facilitated the transfer of state transitions between distributed components. The communication protocol is used today as part of a larger software solution to simulate and test large-scale systems

RELEVANT PROJECTS

Team Member, PlateShare, **HackTheNorth**   **2014**
- PlateShare is a web application built on NodeJS and MongoDB 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

Team Member, Storage Server Project, **UofT**   **2014**
- Designed a database in C 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
- Collaborated on weekly progress report memos summarizing team progress to instructors

Team Leader, Chrome Reminders App, **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, Digital Systems Design Project, **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, Praxis Design Project**, 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