

COLIN FANG COMPUTER SCIENCE

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Summary of Qualifications

- Proficient: **Java, C, GML, HTML, CSS**
- Familiar: **Python, Javascript**
- Experience in **OOP**
- Tools used: **Eclipse, PuTTY, PyCharm, Gamemaker Studio 2**

Education

Major in Computer Science
Western University

2018 - present

Relevant Experience

C

Software Tools and Systems Programming 2211a

2018 Sept - December

- Familiar with navigating Unix and using Unix commands and editors.
- Experience in using arrays, strings, pointers, double pointers, and structures in C.
- Designed C code to implement a binary search tree using double pointers.

Java

Data Structures and Algorithms 2210

2018 September - December

- Experience with object oriented programming with inheritance involving implementation of interfaces, extension of parent classes, and dynamic binding.
- Familiarity with throwing and catching exceptions.
- Experience with data structures like dictionaries, hash tables, binary search trees, AVL trees, multi-way search trees, (2,4) - trees, B-trees, and graphs.
- Thorough understanding of collision handling techniques such as separate chaining, linear probing and double hashing.
- Ability to understand and compute the time complexity of algorithms.

GML

Personal Projects github.com/colin-fang/Gamemaker_syndra_phy

2019 June - Present

- Developed and learned **Gamemaker Language** through Youtube tutorials from scratch.
- Created own game implementing basic physics engine, collisions, alarms, sprite animation, viewports, GUI, simple AI, and mouse and keyboard input detection.

HTML & CSS

Personal Website colin-fang.github.io

2019 August - Present

- Created personal website with **HTML** and **CSS**.
- Designed website layout and customized visual elements.
- **HTML** friendly version of personal game displayed in browser without the use of physics.

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Reference

Reference available upon request