Cray Xu

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HIGHLIGHTS

- More than 1 year of working experience in Web Development, especially in Front-end Development
- Object-oriented programming
- Algorithms and Data Structures

SKILLS

LANGUAGES

C/C++ · JavaScript · HTML · CSS
Racket · Python · R · LaTex

FRAMEWORKS / LIBRARIES

Angular · AngularJS · SAPUI5
jQuery · Bootstrap · Phaser
Karma · SinonJS · Chai
Firebase SDK

TOOLS

Node.js · Git · Bash
Vim · Visual Studio Code

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science
Jan. 2019 - Present

- Transferred to CS

Bachelor of Computer Engineering
Sept. 2017 - Dec. 2018

ACTIVITIES

- Google Games Waterloo | Apr. 2018
  Rank: 14/20

AWARDS

- President's Entrance Scholarship
  University of Waterloo | 2017

INTERESTS

 Music Piano Arrangement
 Pen Spinning Rubik's Cube
 Badminton Table Tennis

EXPERIENCE

OPENTEXT | FULL STACK DEVELOPER

Jan. 2020 – Apr. 2020 | Waterloo, ON, Canada

- Worked in the agile team to develop and maintain the cloud-based file sharing and collaboration software - OpenText Core
- Implemented new features and enriched functionalities of the product using Node.js and AngularJS
- Fixed bugs and assisted the Quality Assurance team with their test design and bug resolution activities
- Improved test coverage by 10% by writing unit tests for both UI and API with the tools including Karma, SinonJS and Chai

THE HOME DEPOT CANADA | IT DEVELOPER

Sept. 2018 – Dec. 2018 | North York, ON, Canada

- Developed the front-end of a mobile application and implemented new features based on SAPUI5 framework using SAP WEB IDE
- Designed the UI layouts and built the front-end of a single-page web application for product searching using Angular
- Designed automation tests using selenium with Ruby for web applications and improved the working efficiency of the Quality Assurance team

SHELEADS | GAME DEVELOPER

Mar. 2018 – Apr. 2018 | Waterloo, ON, Canada

- Designed and developed a HTML5 game for girls aged 6-18 to encourage their leadership using JavaScript based on Phaser framework
- Connected the game with Firebase, collected the responses from users and generated the report by analyzing the result
- Created a authentication page based on Firebase API by using HTML, CSS, JavaScript

PROJECTS

BIQUADRIS

 github.com/crayxu/biquadris | C++

- A modified version of Tetris, which allows two players to play a turn-based Tetris game with several features
- Used C++ design patterns including but not limited to observer and factory design patterns

PERSONAL WEBSITE

 crayxu.com | HTML, CSS, JavaScript, Bootstrap, jQuery

- A personal website designed by myself based on the Bootstrap framework to introduce my skills and experience

FLAPPY BIRD

 crayxu.com/flappy-bird | HTML, JavaScript, Phaser

- A simplified Flappy Bird in HTML5 built with Phaser framework

BREAKOUT

 crayxu.com/breakout | HTML, JavaScript, Phaser

- A simple 2D breakout game in HTML5 built with Phaser framework