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 · Kotlin
LaTex · Bash

FRAMEWORKS / LIBRARIES

Angular · AngularJS · SAPUI5
jQuery · Bootstrap · Phaser
Firebase SDK · JavaFX

TOOLS

Node.js · Git · Gradle

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science
Jan. 2019 - Present
- Transferred to CS
- Major Avg: 91%

Bachelor of Computer Engineering
Sept. 2017 - Dec. 2018

COURSEWORK

- Data Structures and Algorithms
- Object-Oriented Programming
- Numerical Computation
- Database Management
- User Interfaces

AWARDS

- Term Distinction
  University of Waterloo
  - Spring 2020 · Fall 2020
  - Winter 2021

- President's Entrance Scholarship
  University of Waterloo | 2017

INTERESTS

🎵 Music 🎹 Piano
🖊 Pen Spinning 🧊 Rubik's Cube
🏸 Badminton 🏓 Table Tennis

EXPERIENCE

PROCESS FUSION | Software Developer

May. 2021 – Aug. 2021 | Remote in Canada
- Created an automation tool to parse and decrypt .pcf files into readable .csv files using C++ including some data structure applications and logical design
- Implemented the bulk import feature which allows clients to import and map a large number of printers into management console automatically by using .csv files. Program was written in Python and pyodbc package was used to manage MS SQL Server
- Written the PowerShell script to delete all printers in a user session and refresh the session when deletion is done

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 HTML/CSS, AngularJS and Node.js
- 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

LUNARIA | Game Developer

Mar. 2018 – Apr. 2018 | Waterloo, ON, Canada
- Designed and developed an 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 an 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