

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 • Bash

FRAMEWORKS / LIBRARIES

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

TOOLS

Node.js • Git

EDUCATION

UNIVERSITY OF WATERLOO

Bachelor of Computer Science

Jan. 2019 - Present

- Transferred to CS
- Major Avg: 91%
- Term Distinction:
Spring 2020, Fall 2020, Winter 2021

Bachelor of Computer Engineering

Sept. 2017 - Dec. 2018

COURSEWORK

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

INTERESTS

🎵 [Music & Piano](#)

🌀 Pen Spinning

🎲 Rubik's Cube

🏸 Badminton

🏓 Table Tennis

EXPERIENCE

PROCESS FUSION | SOFTWARE DEVELOPER

May. 2021 – Aug. 2021 | Remote in Canada

- Built 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.
- Managed MS SQL Server using Python with pyodbc package
- Wrote PowerShell script to automatically delete and restart printers in a user session

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
- Firebase was used to collect the responses from players and the report was automatically generated by analyzing these responses

PROJECTS

BIQUADRI

🔗 github.com/crayxu/biquadri | 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

FILE BROWSER

🔗 github.com/crayxu/file-browser | Kotlin, JavaFX

- A simple application for browsing, displaying, managing the contents of the local file system