Jingze Dai
Software Developer

Current 4th year computer science student

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https://github.com/daijingz

— Skills

Object-Oriented Programming, Python, Java, C, C++, C#, Haskell, Ruby, Scala, JSON, HTML, CSS, JavaScript, PHP, Node.js, React.js, Oracle, MySQL, NoSQL, MATLAB, MongoDB, PyTorch, Matplotlib, SciPy, NumPy, Scikit, OpenGL, Unity, Unix/Linux system, macOS system, Android system, Rest APIs, Ruby on Rails, Angular, ASP.net, Computer networks, Computer graphics, Data analysis, Data visualization, Data manipulation, Operating systems, Machine Learning, Deep Learning, Artificial Intelligence, good problem-solving skills, good communication skills, Microsoft Office (PowerPoint, Outlook, Word, Excel, Access, Power BI), good interpersonal skills

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— Experience

Government of Ontario, CYSSC services / Software Developer

September 2021 - PRESENT, Remote (5775 Yonge Street, Toronto)

Data analysis with search engine data, build machine learning programs for auto-answering questions and cookies, have software developments on existing programs, use data visualization to write data reports, build dynamic web pages, adding functionalities to existing programs. Building landing pages and web apps by using Angular

Build practical wireframes to implement, design and improve user interfaces, have source controls and debugging, build manual and automated testing, and write reports about software development. Use the given business rules and relational databases in the MySQL workbench, write SQL queries and apply NoSQL techniques

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— Education

McMaster University / Bachelor of Applied Science (B.A.Sc)

September 2018 - April 2023, Hamilton, ON, Canada

 Major: Computer Science (COOP), Minor: Math

 Cumulative GPA: 3.41, Major GPA: 3.52, Current 3rd and 4th year overall GPA: 3.58

McMaster Honor Award, Level 2, 2018

Related coursework: software development, discrete math, computer networks, computer graphics, web development, operating system

designs, , machine learning, databases, data analytics, functional programming, UI/UX designs, game designs, and web applications

Projects

Computer Algorithm and Design (Project Family)

Using Python, Java, C++, SQL, and Haskell to write implementations for over 70 popular-used programming algorithms. Analyze existing programs and write test cases and test plans on existing programs

Related technique: algorithm and design, functional programming, and software development

North America Tourism Website

Copy Link: https://github.com/daijingz/Project2-Tourism-Website

Using complex web programming to make websites with human interaction (submit feedback, online mini-games). Build large-scale web pages with considerable and diverse content. Apply beginning Node.js and React.js to the web applications

Techniques: HTML, CSS, Javascript, Node.js, React.js

OpenGL graphic scene: Visitor with Places

Professional computer graph: A photographer is visiting palaces, skyscrapers, and gardens

Using OpenGL (glut library with C/C++) to draw 500+ shapes and 20+ effects with atmospheric effect, transparency, object automatic transformation, human interaction, texturing, and stencil buffer

Volunteering

Student Ambassador | McMaster University

Introduces McMaster Computer Science Program, campus communities, and facilities to students and other visitors, understand students' needs, and give them the best answers about their confusion
Worked within a team of ambassadors to communicate high-quality information to visitors of the campus in a timely and professional manner