Daniel Jiang

1B Honours Computer Science
20792151

Email: danieljng2005@gmail.com
Web: https://djiang9001.github.io
GitHub: https://github.com/djiang9001

Summary

- Experienced in a variety of programming languages and development methods/tools through courses and personal projects, including 3+ years of experience in Java
- Excellent teamwork/communication skills developed from experience as an aquatic instructor, participating in team e-sports, and communications courses
- Passionate about learning new things and self-improvement, frequently seeks opportunities such as taking advanced courses and starting new projects

Skills

Languages: Java, C++, C, Racket, XML, HTML, CSS, JavaScript
Tools: MySQL, Linux, Git, Visual Studio, Eclipse, Android Studio, VirtualBox, DrRacket
Other: Functional and Object-Oriented Programming, Simple DirectMedia Layer (SDL)

Projects

To-do List Application *(Java, XML, Android Studio)*   January 2018 − June 2018
- Designed a to-do list app using *Java* and *XML* with *Android Studio* that can be used to keep track of due dates, take notes, and record a history of tasks completed, to gain experience in Object-Oriented Android app development

2D Game Prototype *(C++, Visual Studio)*   December 2018 - Present
- Implemented a prototype of a 2D side-scrolling endless runner for Windows with *C++* in *Visual Studio*, using Simple DirectMedia Layer (SDL) library, to gain experience in Object-Oriented game development with external libraries

Work Experience

Aquatic Instructor | *Bayview Hill Pool (Town of Richmond Hill)*   July 2017 − June 2018
- Collaborated with co-workers during team trainings for emergency situations to build leadership and teamwork skills
- Adapted lesson plans to fit individual needs of students as they improved, and as new instruction techniques were learned, to optimize the students' learning

Extracurriculars, Hobbies, Interests

Computer Club | *Bayview Secondary School*   September 2016 − June 2018
- Learned about computing concepts in groups and applied them to solve online computing problems
- Trained individually and in teams in preparation for computing contests

Team E-Sports *(League of Legends)*   September 2014 − Present
- Achieved Diamond 4 rank (98th percentile) in *League of Legends*, a team-based e-sport, through teamwork and several hundred hours of dedication towards self-improvement

Education

Candidate for Bachelor of Computer Science | *University of Waterloo*
September 2018 − Present