

Education

- **University of Toronto, St. George Campus** **Toronto, ON**
The Edward S. Rogers Sr. Department of ECE , BAsC *2012 – 2017*
 - Dean's Honour List
 - Related course: Computer Organization, Object-oriented Programming, Database Fundamental
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Core Technical Skills

Coding:	C, C++, Python, Perl, SQL, Bash, assembly, Java
Web Application:	HTML, Javascript, JQuery, Bootstrap, Nodejs, MongoDB
Platform:	Mac OS, Linux, Unix, Windows, AIX
Revision Control & IDE:	Svn, Git, ClearCase, Eclipse, Netbeans

Work Experience

- **IBM Canada Ltd.** Markham, ON
Software QA Intern @ DB2 Relational Database *May 2014 – Aug 2015*
 - Execute complex test scenarios on various Linux, AIX, HP-UX, Solaris and Windows platforms in various distributed, multi-partition configurations to ensure the overall system delivers the breadth of functionality with the ease of use customers expect
 1. Investigate on tracked failures within bucket of test-case, determine the type of defects through the call stack and dumped log files, deliver the test-related solutions
 2. Write PERL & SQL & Bash scripts for automation of testing and to coordinate with design specification
 - Cooperate with other software developers to achieve highest quality of software solutions and consolidates the knowledge of relational database
 1. Work closely with global teams (include China, USA, India, Ireland) and communicate effectively
 2. Understand enterprise level software development life cycle and adapt to fast-paced environment
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Volunteer Experience

- Mentor and Reception for Newcomer Orientation Week
 - outgoing people skills and cooperatively work in groups
 - lead school tours to help familiar with common facility and overall environment
 - share experiences and tough lessons learned to encourage and be supportive
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Engineering Related Project

- **Concurrent key-value storage database**
 - Design a concurrent database and implement a server-client software architecture model in C
 - Record each stage of software development progress report and adopt the agile methodology
 - Present software to both technical and public audience
- **FPGA Keyboard-Typing Game**
 - Build Typing Trainer displayed with DE2 FPGA board using Verilog & assemble language
 - Utilize Finite State Machines to control the different sets of hardware and properly communicate with each other
 - Document project follow by the academic standards in 10 pages, topics: high level architecture, hardware I/O, detailed analysis of functional modules and possible future improvements, can be found [HERE](#)