Frank

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EDUCATION

- **Candidate of the Bachelor of Environmental Studies**   University of Waterloo
  2A Geomatics   *Class of 2022*

TECHNICAL SKILLS

- **Programming Languages**: Python, Javascript, SQL, Java, C#, HTML, Racket, LaTex

- **Tools**: ArcGIS, Visual studio, Git/Github, Gitlab, SVN, Tomcat, JDBC, DOM, JSON, Wing, Eclipse, DrRacket, Unity, Webstorm, Editplus, Oracle VM, Excel, Photoshop,

- **Frameworks & Libraries**: JQuery, Bootstrap, Node.js, EasyUI, JSP, MVC

PROJECTS

Coffee shop map ($\rightarrow duyihang0.carto.com \leftarrow$)
Html, Javascript, Css, Json, ArcGis, SQL, Excel

- **Function**: Allows the user to view a list of coffee shops with their respective price ranges on the map, Implemented filter feature that allows the user to selectively view coffee shops by price range

- **DataSet**: Geospatial Data is stored in Database using SQL, accurate coffee shops' positions based on latitudes and longitude in SQL displayed on map as points.

- **Map**: ArcGis input a base map to those points, and Html transfer points into various size circles according to cofee prices fluctuatings, and levels of color shade as tea prices changing

- **Personal Website** ($\rightarrow frankdu.me \leftarrow$)
  Html, Css, Javascript, Bootstrap, Git
  - **Function**: The website contains my social media, major introduction, and my resume created by using LaTex
  - **Game**: uses arrows to control the player to collect squares in random positions to add points
  - **Host**: The website is hosted on Github

- **Customer Relationship Management(full stack)**
  Html, Css, Javascript, JQuery, SQL, JDBC, Json, XML, Tomcat
  - **Login page**: Login page aims to the check if there is existing account and password in SQL database, if not, sign up button can create a new account, this process contains MD5 encryption
  - **Information page**: After signing in, users are able to see the customer information, customer contact, transation information. users can make changes in those sections and find information thet they need

- **Twin Goose (Unity 2D Game)**
  C#, Unity, Gitlab, Photoshop
  - **Characters**: Player use the keyboard to control its movement and shotting in order to kill enemies, weapons can be changed as the characters switching
  - **Game Scenes**: Player need to kill all enemies to move in next Game scenes to kill different enemies in various positions comparing the previous one
  - **Cooperation**: Collaborated with teammates by using GitLab as version control system