

Frank

<http://frankdu.me>

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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, Wing, Eclipse, DrRacket, Unity, Webstorm, Editplus, Oracle VM, Excel, Photoshop,
- **Frameworks & Libraries:** JQuery, Bootstrap, Node.js, EasyUI, JSP, MVC

PROJECTS

Coffee shop map (duyihang0.carto.com)

HTML, JavaScript, CSS, GeoJSON, ArcGIS, SQL, Excel

- Made a coffee shop map web application that allows the user to view a list of coffee shops with their respective price ranges on a map
- Implemented filtering feature that allows the user to selectively view coffee shops by price range
- Created functions that accurately displays coffee shops positions on the map based on their latitudes and longitudes stored in the database
- Used HTML to present the user information about price fluctuation of coffee and tea with varying circle sizes and shades
- Retrieved base map information from ArcGIS

Personal Website (frankdu.me)

HTML, CSS, JavaScript, Bootstrap, Git

- Designed and implemented a personal website that contains my social media information, resume, a mini side project game, and a brief description of my major
- Utilized advanced JavaScript techniques to add animations and make the website more interactive
- Implemented a game that allows the user to use arrows to control the player and collect squares in random places for points

Customer Relationship Management(full stack)

JAVA, HTML, CSS, JavaScript, JQuery, SQL, JDBC, JSON, XML, Tomcat

- Check if there is existing account and password in SQL database, if not, sign-up page can create a new account to store in database, this process contains MD5 encryption
- allow users to see the customer information, customer contact, transaction information. users can make changes in those sections and find information that they need

Twin Goose (Unity 2D Game)

C#, Unity, Gitlab, Photoshop

- Developed a complete game that involves player movement control, shooting, killing enemies, and weapon selection
- Allows the player to perform various game actions with keyboard input
- Implemented a level based system where player needs clear the previous level to proceed to the next level with increasing difficulty
- Collaborated with teammates on GitLab