

Hans Wang

2B Computer Engineering

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SKILLS

Languages: JavaScript, Java, C/C++, Python

Technologies: Flutter, Node, Express, HTML/CSS, Bootstrap

Tools: Git, Jira, Postman, Puppeteer

Cloud: Firebase, MongoDB, Heroku, AWS

WORK EXPERIENCE

Mobile Developer (DragonAgile Consulting, Inc.)

Jan—May 2021

- Led development of a proof-of-concept app and delivered a complete prototype ahead of schedule.
- Designed a modern UI with Flutter and constructed a scalable backend with Firebase and various APIs.
- Gained sound knowledge of team development practices with Git, Jira, and Confluence.

Math Tutor (Imanice! Organization)

Mar 2019

- Effectively taught geometry and arithmetic concepts, improving students' mathematical literacy.
- Took initiative to create a Java math game, increasing student interest and focus.

PROJECTS

Full Stack Website PCPair

Jun—Dec 2020

- Created a site that helps users save costs by up to 33% through computing the best PC build for any given price.
- Built a Node.js backend with Express to serve static files and handle HTTP traffic through a REST API.
- Automated a web scraper with Puppeteer to collect hardware data and store in MongoDB database.

Android App WaterTools (Published)

Jan 2020

- Developed a mobile app in a team with Android Studio in Java, demonstrating capability in a teamwork environment from project planning and Git version control.
- Improved student experience by streamlining access to academic sites with a collection of Android WebView components with a user-friendly UI.

Java Game

Jan 2019

- Implemented Java OOP to create a platformer game, maintaining expandability for future development.
- Optimized performance by rendering only the elements in view, reducing lag significantly.

Arduino Crane

May 2018

- Programmed C++ for Arduino crane to stack wooden blocks 25% faster than class average.
- Coordinated responsibilities within the team to finish the project well ahead of deadline.

EDUCATION

University of Waterloo

Sep 2019—Present

- Bachelor of Applied Science in Computer Engineering 2nd year, 3.8 GPA.