>HAODA FAN

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Education

Bachelor's of Computer Science, University of Waterloo (2016 to 2021)

* Alumnus of the Waterloo Math in Europe Program (Summer, 2017).
* Took courses on Operating Systems and Sequential Programming using MIPS and OS161-kernel.

Volunteering

Mentor, Various Hackathons

* Ran workshops on web development with HTML CSS, and JavaScript.
* Took initiative in leading the mentors and helped facilitate coaching for more hackers.

Head Leader, Waterloo Orientation

* Responsible for coordinating a team of 8 volunteers to lead over 100 first year students in their orientation activities.
* Learned to coordinate with staff and other team leaders by radio.
* Trained and certified in Emergency First Aid

Skills

Languages

* C
* C#
* C++
* Python
* Java
* HTML/CSS
* JavaScript
* SQL
* MIPS
* French

Technologies

* Unity3D
* NodeJS
* React
* ExpressJS
* JQuery
* ASP.NET
* IBM Cloud
* Google Cloud
* Firebase
* OS 161

Work Experience

Co-op Programmer, Next Level Games   Sept. 2019 to Dec. 2019

* Worked with both programmers and content creators to fix bugs and create workflow improvements for NLG's tools and game engine.
* Created additional control schemes and a flexible hotkey system to help the studio transition its toolset from 3ds Max to Maya.
* Designed and built a new animation blending tool for NLG's Character Editor.

Associate Developer, Motive Studios (EA)   Jan. 2019 to Apr. 2019

* Developed workflow improvements for a variety of tools used by artists, writers, voice directors, designers, and other content creators.
* Implemented new mechanics and gameplay components into production code based on the design and later feedback of gameplay designers and testers.
* Worked in C# and C++ on large codebases such as Frostbite and the Frostbite Editor.

Software Developer, Edisoft Inc.   May 2018 to Aug. 2018

* Developed, debugged, and tested for the Merchant Cloud, a cloud-based solution to Edisoft's flagship product (Merchant), created using Microsoft Asp.NET MVC 5.
* Worked to deliver biweekly fixes and features in a fast-paced Agile-Scrum environment.
* Collaborated with QA engineers, customer service agents, and product managers to tailor releases to client needs.

Cloud Developer, Ontario Ministry of Health   Sept. 2017 to Dec. 2017

* Created a proof-of-concept application for a cloud-based digital reporting form meant for First Nations to document their use of provincial funding.
* Used the IBM Cloud Foundry platform, Express.JS framework, and MySQL for the database.
* Wrote thorough user documentation to help other employees and future co-op students learn Cloud development and use both the IBM Cloud and Microsoft Azure.

Personal Projects

BunkerBoxerBot   Jul. 2019 to Aug. 2019

* An AI which plays the classic real-time strategy game Starcraft, developed for the 2019 Aiide Starcraft AI competition.
* Manages the economy, production of units and buildings, collection of information, and directs individual units during combat.
* Built in C++ using the open-source BWAPI library to interact with the game.

Cozy Roads   Sept. 2018

* **Won Best Use of Google Cloud Platform** at Hack The North, a 36-hour hackathon at the University of Waterloo.
* Created to help people find the safest possible route to their destination.
* Built on Google Cloud Platform with Google Firebase, Google Maps API, and the SurveyMonkey API.