Jack Ding

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About Me

I'm a Western University Computer Science student. I have over 4 years of experience in various programming languages, with a specialty in Java and web. I've had the opportunity to hone my skills and develop complicated and interesting projects, while solving challenging problems both in and out of class.

I'm looking for a development position that enables me to be a part of a team that is focused on solving pressing problems by creating brilliant software.

Technical Skills

Programming/Web: Java, HTML, CSS, JavaScript, JQuery, XML, Python, C, SQL, Shell Script

OS: Unix, Windows

Adobe Suite: Dreamweaver, Photoshop, Illustrator

Office Suite: Word, Powerpoint, Excel

Other Skills

- Strong oral/written communication skills
- Cohesiveness in a team dynamic
- Complex problem solver
- Creative, design-oriented
- Driven by execution

Recent Projects

Personal Website (HTML/CSS/JS)

- A site for my own experimentation in terms of web design, graphic design, and web development.
- Created a personal site for myself as a way to post blog posts, projects, etc.

"Graphic Designers" (HTML/CSS/JS)

- Created a website as part of a web design class that explored the lives, works, styles and impacts of famous graphic designers.
- Used HTML/CSS/JS along with Adobe Illustrator / Photoshop to mimic / integrate those designers' styles within the website itself.
- Will be used by the professor in subsequent classes as an example of "excellent" web design and layout.

Compression Algorithm Program (Java)

- Created a program that compressed text and image files into binary files of at least half of their original size.
- Implemented a hash table (using a djb2 function) to construct a compression library.

Path-Finding Algorithm (Java)

- Created a program that uses a modified version of Dijkstra's Algorithm to find the most efficient path in a Map of streets.
- Implemented a Graph interface and traversal methods as well.

Pac-Man Program (Java)

- Implemented a Binary Search Tree to store pixels of a pac-man game. The Binary Search Tree was then used to detect and manage collisions, movement, upgrades, and game-over sequences.
- Implemented various tree traversal methods.

Asteroids Game (Java)

- Created a version of the classic arcade game "Asteroids" in Java with additional features with original sprites and graphics.
- Used Greenfoot API to implement elements of collisions, movement, window frame rates, spawning, etc.

Space Simulation (Java)

- Led a group of peers to create a space-simulation program of planets
- Tracked and simulated elements of war, development, asteroids, etc.
- Used a physics engine to track orbiting and gravitational pull between objects.

Education

University of Western Ontario (2014-2019):
Double Degree, Honours Specialization Computer Science / Business

Courses:
- Data Structures: (Java)
- Systems Programming: (C, Unix)
- Computer Architecture and Organization
- Software Engineering
- Applied Logic for Computer Science