

Hongyu Wang

72 Bayswater ave., Richmond Hill, ON, Canada, L4E4E6
647-667-2368 | hongyu.wang@mail.utoronto.ca | github.com/hongyu-wang

Work Experience

- **Informatica** Toronto, ON
Software Engineering Intern May 2018 - Present
 - Worked on a customer facing feature for the Toronto Master Data Management product
 - Implemented support for multi-language login authentication using both Java and Javascript
 - Created several batch scripts to automate workflow, reducing deployment time by 25%
 - Designed an end-to-end automation framework using Puppeteer
 - Smoothly transitioned into an agile work environment
- **University of Toronto** Toronto, ON
Lab Programmer May 2017 - April 2018
 - Designed a system to create psychology experiments using C#. These experiments were divided into blocks and trials.
 - Used a linked-list to not require global state.
 - Implemented procedural generation of trial environments
 - Used reflection to allow end-users to implement custom trial decision functions

Skills

Experienced: Java, Python, Javascript, Python, AngularJS, NodeJS

Proficient: C/C++, C#, SQL, ReactJS, Angular, Typescript

Other Tools: Linux, Bash, Batch, Powershell, Git, SVN, Perforce, Latex, End-to-end and Integration testing

Education

- **University of Toronto - St.George Campus** Toronto, ON
Bachelor of Science in Computer Science Sept. 2015 - April. 2020
 - 2016, 2017 Dean's List Award
 - CGPA: 3.61/4.0

Projects

- **StudyCat - Android, NodeJS, Python** github.com/hongyu-wang/StudyCat
Personal Sept 2017 - Dec 2017
 - A new take on an anti-procrastination application which appeals to your feelings of guilt for not completing tasks
 - The application has a node server, a chrome extension, a desktop GUI and an android application
 - Implemented a Node server using JS promises to handle communication between all applications
 - Created back-end logic for Android Application to handle server data
 - Followed an agile design process
- **ZhiYin - Java, Android, IOS** github.com/hongyu-wang/ZhiYin
Personal Jan 2016 - May 2016
 - A social media app based on the use of music and sound
 - Built using Java, Libgdx, and RESTful web services
 - Used object oriented programming principles to design and implement the front-end
 - Created an event driven system to feed server data into visual components
 - Smoothly adapted to client requirement changes using an agile development hierarchy