

# Hongyu Wang

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## 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
    - Experience in 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. This allowed multiple entry points into each trial
    - Implemented procedural generation of trial environments
    - Implemented a feature which allowed end-users to design trial workflow using Reflection

## 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 multi-platform anti-procrastination application with a desktop, android, and web component.
    - Implemented a Node server to handle communication between all applications
    - Wrote system for Android Application to parse server data using DataBus
    - 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