

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#.
 - 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
 - Project Course* *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 an event driven system for app-server communication 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 sharing audio clips to represent current emotions
 - 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