

# Hongyu Wang

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## Work Experience

- **Google** Boulder, CO  
May 2019 - Present
  - *Software Engineering Intern*
    - Worked on the Payments Team
- **Informatica** Toronto, ON  
May 2018 - May 2019
  - *Software Engineering Intern*
    - Worked on the Master Data Management product
    - Created UIs with React frontend with Java Backend
    - Integrated 3rd party library Webswing to facilitate company transition to Java 11
    - Designed an end-to-end automation framework using Puppeteer
    - Experience in an agile work environment
- **University of Toronto** Toronto, ON  
May 2017 - April 2018
  - *Lab Programmer*
    - 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
    - Created a feature which allowed end-users to design trial workflow using reflection

## Skills

**Experienced:** Java, Python, Javascript, Python, ReactJS, NodeJS

**Proficient:** C/C++, C#, SQL, Angular

**Other Tools:** Linux, Bash, Batch, Powershell, Git, SVN, Perforce, Latex, TDD

## Education

- **University of Toronto - St. George Campus** Toronto, ON  
Sept. 2015 - April. 2020
  - *Bachelor of Science in Computer Science*
    - 2016, 2017, 2018 Dean's List Award

## Projects

- **StudyCat - Android, NodeJS, Python** github.com/hongyu-wang/StudyCat  
Sept 2017 - Dec 2017
  - *Project Course*
    - 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  
Jan 2016 - May 2016
  - *Personal*
    - 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