HOWE YANG

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SUMMARY

I'm a Computer Science graduate from University of Waterloo with a foundation of algorithms, user interface and graphical technique.
I have a passion for competitive games, minimalistic design and learning.

EXPERIENCE

Model rendering program Waterloo, ON | 2016

- Built a program that can hierarchically render models provided and manipulate model/camera coordinates
- Able to apply graphical techniques to render 3D objects to screen
- Written in C++ , Lua, OpenGl in Linux

Router Information Exchange Waterloo, ON | 2015

- Built a application that forwards and tracks information of all nodes within a network via broadcasting and build a IP routing table.
- Able to propagate information from separate entities to each other
- Written in Java in Linux

Decision-making bot Waterloo, ON | 2015

- Built a bot for a "Prisoner's Dilemma" competition, which used Bayesian probability modelling
- Able to complete simple decisions and react/grow to situations
- Written in Python

Website portal with login Waterloo, ON | 2014

- Built a website that authenticates login & passwords, stores or forwards messages, and renders images
- Able to utilize / retrieve information from database and UI design
- Written in HTML, CSS, Javascript, using bootstrap

Quadris Waterloo, ON | 2013

- Built a Quadris game with a partner to demonstrate rendering of images, collision detection and continual generation.
- Able to lead team, divide, organize and modularize code.
- Written in C++

EDUCATION

University of Waterloo
Bachelor of Computer Science,
2012 - 2016

SKILLS

Intimate knowledge of:

- Java
- C++
- Linux Environment

Functional understanding of:

- OpenGl
- Bash Scripting
- HTML/CSS/Javascript

Elementary understanding in:

- MIPS
- Python
- MATLAB

COURSES

- CS 343: Concurrency
- CS 348: Database
- CS 349: User Interface
- CS 350: Operating Systems
- CS 456: Networks
- CS 458: Security & Privacy
- CS 486: Artificial Intelligence
- CS 488: Graphics