

Anbo Huang

3A Computer Science Student at the University of Waterloo

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SUMMARY OF QUALIFICATIONS

- Proficient in business usage of Microsoft Suite, HTML, CSS, JavaScript, React, Java, C++, Racket, Python, and SQL.
- Skilled in SEO analysis and website optimization, enhancing website visibility through data-driven evaluations
- Excellent communication skills through mastering various languages, including Mandarin, and English
- Developed problem-solving skills by efficiently handling multi-tasking situations during competitions and tutoring experiences
- Strong leadership and teamwork skills displayed through representing the school in League of Legends tournaments during university
- Exceptional time management skills demonstrated by balancing academic studies and sports and volunteering and proven ability to work under pressure to meet demanding timelines

EDUCATION

Candidate for Bachelor of Computer Science, Honors, Co-op

Sept 2023 – Present

- Awarded Mathematics Global Scholarship and President Scholarship Average: 85+
- Relevant courses: Logic and Computation; Object-Oriented Software Development; Elementary Algorithm Design and Data Abstraction; Introduction to Combinatorics; Data Structures and data management; Foundations of Sequential Programs; Computer Organization and Design; Algorithms

PROJECT

Weather Forecast Application Using PyQt5

April 2025

- Developed a GUI-based weather application using Python's PyQt5 framework, supporting real-time weather updates for over 200 cities through user input.
- Integrated external weather APIs with 98% success rate in data fetching and implemented robust error handling to ensure application reliability.
- Designed a responsive interface that reduced user query time by 30%, enhancing usability and improving the efficiency of data presentation.

Chess Game Written in C++

July 2024

- Designed, and successfully built a chess game using Factory Design Pattern and Observer Design Pattern with both a text presentation and a graphical presentation
- Implemented AI opponents with varying difficulty levels, enabling both player vs player and player vs AI modes
- Attracted a diverse audience, with over 50 teenage players enjoying the game, highlighting its accessibility and appeal to a wide range of age groups

EXPERIENCE

Waterloo Experience (WE) Accelerate Program – Digital Bootcamp

Waterloo, Ontario, Canada

Student Consultant for The Maddegens Community

Jan 2025 – Apr 2025

- Conducted a comprehensive SEO analysis of the company's website, identifying structural, keyword, and content issues, and provided actionable recommendations, leading to improved site visibility and user engagement
- Strengthened project management skills by organizing deliverables, tracking progress, and ensuring timely completion of key consulting milestones within the 12-week program timeline
- Presented findings and marketing strategies to stakeholders through structured reports and team presentations, enhancing professional communication and client-facing skills

High School Tutoring Center

Shanghai, China

Teaching Assistant and Organizer

Sept 2022 – May 2023

- Academic tutoring for over 100 students who are struggling in the sciences, including strong analysis of test errors and practice problems, and helped students improve their grades by 20%
- Organized and led weekly review sessions, focusing on enhancing students' problem-solving skills through structured practice and personalized feedback two positive and one negative points
- Communicated in a timely manner with faculty and collaborated with other TAs on learning materials and resources developed to ensure alignment with the curriculum and to meet the individual needs of students

UBC Summer Camp Introduction to Video Game Design

Online

Participant

July 2022 – Aug 2022

- Applied core principles of game mechanics, level design, and user interface to develop a prototype, significantly enhancing the project's overall playability and ensuring a smooth, user-friendly experience
- Collaborated with different students from diverse cultural backgrounds to design and build a game prototype using Unity
- Enhanced the project's structure and functionality by applying essential design principles such as modular design, scalability, and user-centered design, along with rapid prototyping techniques to iterate and refine gameplay mechanics