

# Jaden Wang

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## EDUCATION

**University of Toronto Scarborough** - *Honors Bachelor of Science*  
(Software Engineering Specialist & Statistics Major)

cGPA: 3.46 | September 2017 - September 2021

## EXPERIENCE

**University of Toronto Scarborough, ON** - *Teaching Assistant*

September 2018 - December 2018

- Led labs that taught computer science fundamentals and Python to students in an introductory computer science course (CSCA08).

**Codefusion Communications Inc, ON** - *Computer Technician*

March 2016 - June 2016

- Implemented automatic solutions to tasks, such as managing internal servers and workstations, via scripting.
- Assisted company clients with troubleshooting technical problems involving servers and workstations.

## PROJECTS

**Carnet2** - [github.com/jadenyjw/carnet2-arduino](https://github.com/jadenyjw/carnet2-arduino)

- Used Arduino and Keras to create a self-driving neural network trainable car that can maneuver through a laid out path.
- Designed and trained a convolutional neural network through self-collected data through driver program made with Python.

**DrawPVP** - [github.com/jadenyjw/drawpvp](https://github.com/jadenyjw/drawpvp)

- Used JavaFX and DeepLearning4J to create a multiplayer game where players doodle against each other to have their drawings judged by a neural network.
- Implemented transmission between multiple clients and a server via socket library Kryonet.

**Tanks** - [github.com/jadenyjw/tanks-backend](https://github.com/jadenyjw/tanks-backend)

- Used Javascript in Node.js to design a real-time multiplayer game server for a tank game that can be found at <https://tanks.ml>.
- Connected with a frontend programmed in React and pixi.js.

## LANGUAGES & TECHNOLOGIES

**Java** | **Python** | **Javascript** | **Linux** | **Git**