# James Ting

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## Education

**B.Sc., Computer Science**

McGill University, Montreal

cGPA: 3.85 / 4.00

Expected Graduation: April 2022

Coursework: Software Design, Probability, Linear Algebra, Discrete Mathematics, Data Structures & Algorithms

## Software Skills

**Programming Languages**

Java

Python

C

JavaScript

**Frameworks / Technologies**

ReactJS

NodeJS

PyTorch

Git

JUnit5

Docker

Kubernetes / Helm

Bootstrap Studio

## More about me

**Languages**

English (Native Fluency)

French (Native Fluency)

Cantonese (Advanced Fluency)

**Certifications**

Glider's Pilot License

Private Pilot License
- Night Rating
- Multi-Engine Rating

## Experience

### Software Developer Intern - *Nuance Communications*

MONTRÉAL, CANADA                                     SEPT 2020 TO PRESENT

- Currently working as a Software Developer Intern working with the NLUaaS team in the Enterprise R&D Division
- Using technologies such as Docker, Kubernetes, NodeJS, and, in the first 2 weeks, prepared a NodeJS client on time for deployment into the massive load testing environment within the Agile software development process set out by the team

### VP Web Developer - *McGill Student's Flying Club*

MONTRÉAL, CANADA                                     JUNE 2020 TO PRESENT
VOLUNTEER POSITION

- Spearheaded the construction and maintenance of a static website using **HTML and CSS** to promote the club to new members and potential sponsors, resulting in a responsive and modern website with current and relevant information.

## Personal Projects

### Superhero Team Builder

REACT, REST API                                              JUNE 2020

- Constructed a superhero team builder multi-page web application where users can create a team of superheroes based around their statistics, and track overall team statistics
- Used the Superhero REST API for information about superheroes from the Marvel and DC universes and then displays to the user

### Fluent-C Programming Language

PROGRAMMING LANGUAGES AND PARADIGMS                          JUNE 2020

- Used **C** to design a **dynamically typed, interpreted programming language**, with a lexer, parser and a visitor
- Currently supports functionality for strings, variables and user-defined functions

### Pathfinding Algorithm Visualizer Web Application

REACTJS, NODEJS                                              JUNE 2020

- Created a pathfinding algorithm visualizer **web app** using **ReactJS** and deployed on **Github Pages**
- Built as a educational tool to demonstrate algorithms such as **Dijkstra's, A Star search, Breadth-first search** and **Depth-first search** with over **100 unique visitors** at the peak

### League of Legends Deep Learning Match Outcome Prediction

PYTORCH, RIOT GAMES API                                      MAY 2020

- Constructed, prepared and cleaned a custom dataset of **10 019** matches to train a **binary classification neural network** to predict the outcomes of Ranked matches of League of Legends
- Achieved a **validation accuracy of 97% on post-match data, and 63% on pre-match data**

### Personal Website

BOOTSTRAP STUDIO                                             DEC 2019

- Used **HTML, CSS, and JavaScript** to design a **static, responsive website** as an online resume and as the first project in learning web development.
- Rebuilt website from the ground up using **Bootstrap Studio** to improve mantainability