James Ting

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Education

Bachelor of Science, Computer Science Major

Sept 2018 – Apr 2022 | McGill University – Montreal, Canada

- **Expected Graduation: April 2022**
- **cGPA: 3.85/4.00**
- Coursework: Software Design, Probability, Linear Algebra, Discrete Mathematics, Data Structures and Algorithms

Experience

Software Developer Intern | Nuance Communications

Sept 2020 – Present | Montreal, Canada

- Used 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
- Developed a **NodeJS runtime configuration watcher library** to allow modifications to the configuration of microservices without requiring a redeployment of Kubernetes pods

VP Web Developer | McGill Student's Flying Club

Jun 2020 – Present | Montreal, Canada | Volunteer Position

- Lead the construction and maintenance of a static website using **HTML, CSS and JavaScript** 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

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

Pathfinding Algorithm Visualizer

- Created a pathfinding algorithm visualizer **web app** using **ReactJS** and **NodeJS** and deployed on **GitHub Pages**
- Built as an educational tool to demonstrate algorithms such as **Dijkstra's Algorithm, A Star search, Breadth-First Search** and **Depth-First Search,** with over 100 users at peak

League of Legends Deep Learning Match Outcome Prediction

- Constructed and cleaned a custom dataset of **10 019** matches pulled from the **Riot API** to train a **binary classification neural network** using **PyTorch** 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**

Skills and Technologies

- Programming Languages: **Java, Python, C, JavaScript**
- Frameworks/Technologies**: Junit5, PyTorch, TensorFlow, ReactJS, NodeJS, Jest, Git, Docker, Kubernetes, Helm**
- Languages: English (Native Fluency), French (Native Fluency), Cantonese (Intermediate Fluency)
- Certifications: Glider Pilot's License, Private Pilot's License with Night Rating and Multi Engine Rating