

# James Ting

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jamesbting.github.io

## 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

## More about me

### Languages

English

French

Cantonese

### 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
- Used technologies such as **Docker**, **Kubernetes**, **NodeJS**, and delivered a NodeJS client on time in preparation for a massive load test by the QA department

### **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 display 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 maintainability