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
- 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 displaysto 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