

Jason Fang

1B Software Engineering

(519)501-6528
jason.fang.1@uwaterloo.ca

www.linkedin.com/in/jzfang
<https://github.com/jasonf7>

PROFESSIONAL PROFILE

- High programming proficiency in Java, C/C++, Python
- One year of agile web app development for public school clients using HTML5/CSS3/JavaScript
- 2 years experience of developing Java Swing Applications
- Experienced in UNIX-OS Development and Git version control
- Familiar with Ruby and Android Development
- Highly experienced in tools and software such as L^AT_EX, Vim, and Eclipse

RELATED EXPERIENCE

Software Developer

TechU.me Program, Kanata, Ontario

January - June 2013

- Designed and created educational cross-platform apps for clients in a public school using HTML5, CSS3, JavaScript, jQuery, and MelonJS
- Incorporated agile methodologies and followed the development cycle by calling daily scrums and making weekly sprints
- Developed for the BlackBerry Playbook using WebWorks
- Designed, edited, and prepared custom sprites and images based off client sketches with Adobe PhotoShop

Lead Developer - Scribbler S2 Robot Design Project

University of Waterloo, Waterloo, Ontario

Sept. - Dec. 2013

- Developed Python scripts using Myro to add pet-like behavior to a robot
- Managed the team and the project's progress as a team lead

Competed in the Waterloo Engineering Competition

University of Waterloo, Waterloo, Ontario

Nov. 2013

- Developed an apparatus as a team to solve a real world problem while taking into account budget, material, and time constraints
- Presented the prototype's design and demonstrated its functionality in front of industry professionals

PROJECTS

Command and Conquer

Java Application

June 2011

- Sophisticated and user-friendly object-orientated Java Swing game based off RISK
- Prepared detailed UML diagrams to structure the program beforehand

Sliding Puzzle

Java Application

April 2011

- Puzzle game with sliding blocks made using Java Swing
- Customizable puzzle images and sleek scrambling animations

EDUCATION	Candidate for <i>Bachelor of Software Engineering</i>, Honours Software Engineering University of Waterloo, Waterloo, ON.	September 2013 - Present
	<i>Ontario Secondary School Diploma</i> Earl of March Secondary School, Kanata, ON.	June 2013
RELEVANT COURSES	Programming Principles <ul style="list-style-type: none">• Programmed extensively in C99• Incorporated various basic algorithms and data structures in advanced programs	September - Decemeber 2013
	Introduction to Data Abstraction and Implementation <ul style="list-style-type: none">• Developed skills in object orientated programming in C++ using elementary data structures and types• Knowledge of the C/C++ memory model and usage	January 2014 - Present
AWARDS AND ACHIEVEMENTS	<ul style="list-style-type: none">• President's Scholarship: Awarded to students with an entrance average from 90-94.9%• Faculty of Mathematics Entrance Scholarship: Awarded to students with exceptional mathematical ability applying for the math faculty• Euclid Mathematics Contest Top 10%	
ACTIVITIES AND INTERESTS	<ul style="list-style-type: none">• Co-Founder: Strategic Gaming Club• Coordinator and Tutor: Peer Tutoring Club• Member: Debate and Computer Club• Websites: stackoverflow.com, reddit.com/r/programming• Sports: Badminton, Basketball	