Jason Fang

1B Software Engineering | ID #: 20519284

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PROFESSIONAL PROFILE

- High programming proficiency in Java, C/C++, Python acquired from individual/team projects and university courses.
- Knowledgeable in agile web app development from developing for public school clients using HTML5/CSS3/JavaScript
- Highly skilled in Java Swing Applications, with 2 years of experience
- Familiar with Ruby, Android, UNIX-OS Development and Git from self-teaching
- Adept in using tools and software such as LaTeX, Vim, Eclipse, and Command Line
- Comfortable working in both an individual and team environment

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/MelonJS, gaining praise from the clients
- Incorporated agile methodologies by following the development cycle by calling daily scrums and making weekly sprints
- Developed for the BlackBerry Playbook platform 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
- Spearheaded the design, implementation, and design components of the project as a team leader.

PROJECTS

Badminton Schedule Generator

Ruby on Rails Application   Jan. 2014 - Present

- Interacted with the badminton's club player database to provide optimal matchmaking for each court at any point in time
- Developed the front-end using HTML5/JavaScript/CSS3/jQuery/Twitter Bootstrap
- Implemented the MVC software pattern for the UI design

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

EDUCATION

Candidate for *Bachelor of Software Engineering*, Honours Software Engineering

University of Waterloo, Waterloo, ON.   September 2013 - Present

RELEVANT COURSES

Programming Principles   Dec. 2013

- Developed C programs covering concepts such as algorithms, sort/searches, data structures, recursion, pointers, space/time complexity, and the C memory model

Introduction to Data Abstraction and Implementation   Jan. 2014 - Present

- Solid knowledge of OOP and the implementation of various data structures in C++, such as linked lists, binary search trees, stack/heap, queue, array, and vector