YUNKAI

WEI

PROGRAMMING

* Proficient in C# and C++ through mainly ECE 150 with 94 average
* Familiar with Python, VB.NET, HTML, CSS
* Competent with algorithm, data structure and object-oriented programming

SKILLS AND TOOLS

* Experience in version control tools including git and GitHub
* Capable with mobile applications for both Android and iOS platform
* Strong knowledge of software development life cycle
* Visual Studio, Unity, Jenkins
* Excel, Photoshop, Auto CAD

EDUCATION

University of Waterloo

B.A.Sc. Electrical Engineering

* Top 5 in class for first term academics with GPA 3.90
* Dean’s Honors List

WORK EXPERIENCE

QUALITY ASSURANCE ANALYST

Stars Technologies, Richmond Hill | Jan-Apr. 2019

ELECTRICAL ENGINEERING

* Preformed mobile QA analysis for front and back end with minimal supervision. Used Jira and confluence for tracking, reporting and documentation.

(647)863-1577

yk3wei@edu.waterloo.ca

www.linkedin.com/in/yunkaiWei

* Self-motivated to learn most of the tools for testing, also discovered new solutions when facing problems.
* Collaborated with international team and was one of lead QA on the brand-new iOS client. Tested entire functionalities and resolved more than 50 issues.
* Implemented Apple Pay in client. Tested flow and gateway to ensure user transaction security. Helped BSA for end to end flow documentation.
* Communicated with developers, project owners and BSA when encountered ambiguous problems.
* Tested core resolver report for server-client communication. Discovered flaws in the report’s functionalities that are critical to the usage of the tool.

MENTOR FOR COMPETITIVE FIRST ROBOTICS TEAM

iBoswin, Mississauga | 2017 – 2018

* Helped to lead three competitive teams to prepare for the First Lego League robotics contest.
* Prepared participants in both robot design and creative project research, provided advise to the participants and taught problem-solving techniques.
* Lead team to high placement in competition, ranked first place out of over twenty teams for project award.
* Organized team events including workshops and camping.

PROJECTS

TETRIS CLONE (C #) | 2018

* Programmed Tetris clone on Windows with C# that is object oriented and has features including scoring, leader board, leveling.
* Used XAML and WPF for smoother game experience and better visuals, also applied custom style with animation to enhance the graphic user interface.
* Utilized class, structures and arrays to store and display game elements, improving the efficiency and readability of program.