

Jing TAO

PERSONAL DATA

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TECHNICAL SKILLS

LANGUAGE: C, C++, Java, Lisp(Scheme), JavaScript, Python Html/CSS, PHP, XML, ~~TEX~~
DATABASE: MongoDB, PostgreSQL, MySQL
Good understanding of various data structures, algorithms and design patterns

WORK EXPERIENCE

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| JAN-APR 2016 | Research Assistant , WeBike Project, University of Waterloo, <i>Waterloo</i> <ul style="list-style-type: none">- Wrote scripts and created web applications to provide and show data analytics- Used Google Map JavaScript API to create WeBike Trip Visualization |
| SEP-DEC 2015 | Android Developer (part-time), EASYACE EDU, <i>Waterloo</i> <ul style="list-style-type: none">- Used Android Studio to design and develop EasyAce APP that connects TAs and students- Implemented Java classes to communicate with RESTful APIs and Amazon S3 server- Added draw, scale, translate features on imageview using Canvas, Bitmap and Matrix- Designed and created user interface using XML |
| MAY-AUG 2015 | BI support and Tech Intern , BAIXING.COM(formerly kijiji.cn), <i>Shanghai</i> <ul style="list-style-type: none">- Designed and created web applications using Html, CSS, AngularJS and JQuery- Wrote Python programs to retrieve and analyse Data and send Emails.- Created RESTful APIs with Python Flask, MongoDB and PostgreSQL- Worked with PostgreSQL, MySQL and MongoDB |

EDUCATION

Bachelor of Computer Science, **University of Waterloo**, Waterloo
Graduation anticipated for 2018
MAJOR AVERAGE: 92
RELEVANT COURSES: Object-Oriented Software Development, Foundations of Sequential Programs, Data Structure and Data Management, Operating System, Algorithm

PROJECTS

- Slot Game**, Bronte College of Canada, FEB 2013
- Designed a slot game and a login system using Java and Java GUI and graphics
 - Stored user details in file, user must provide correct id and password to log in
- ChamberCrawler3000**, Object-Oriented Software Development, APR 2015
- Created a simplified rogue-like video game in C++
 - Used a variety of design patterns: Observer, Factorial, Visitor and Decorator Patterns
 - Designed an algorithm to generate map randomly
 - Gave enemies simple intelligence when moving