

Jing Tao

Computer Science, University of Waterloo

PERSONAL DETAILS

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SKILLS

- **Web Development:** HTML, CSS, jQuery, NodeJS, Angular, Backbone, Express
- **Mobile Development:** Android SDK
- **Database:** MySQL, PostgreSQL, MongoDB, KDB
- **Operating System:** Linux, Mac OS, Windows
- **Programming Language:** C++, C, JavaScript, Java, Python, Lisp, Q, Bash
- Excellent understanding of **data structures, algorithms and design patterns**
- Familiar with **object-oriented programming, concurrent programming and socket programming**

EDUCATION

Bachelor of Computer Science, *University of Waterloo* 2014 - present

- Computer Science Major GPA: 4.0
- Relevant Courses: Object-Oriented Development, Operating System, Algorithms

WORK EXPERIENCE

Full Stack Developer, *Quantum Cube Technology* Apr-Aug 2016

- Built stock analysis website using Angular, Highcharts, MySQL and NodeJS
- Developed concurrent programs to collect and display real time stock quotes using C++, Kdb/q and ZeroMQ

Undergraduate Research Assistant, *University of Waterloo* Jan-Apr 2016

- Worked on Webike project under supervision of Dr. Keshav
- Worked on trip detection algorithm and data visualization using Google Map API

Android Developer part-time, *EasyAce Edu* Sep-Dec 2015

- Used Android Studio to design and develop an App that connects TAs and students
- Implemented Java classes to communicate with RESTful APIs and Amazon S3 server

BI Support Intern, *Baixing.com (formerly kijiji.cn)* May-Aug 2015

- Developed web applications using Html, CSS, Angular and jQuery
- Worked with MongoDB, PostgreSQL and MySQL and created APIs with Python Flask

PROJECTS

- **Slot Game** (2012), a slot game developed in Java and Java GUI
- **ChamberCrawler3000** (2015), a object-oriented game developed in C++ with a variety of design patterns.
- **cc3k.io**(2016), an online game developed in Node and socket.io, deployed on heroku
- **node-statistics** (2016), a npm package that connects NodeJS with R