## Xingnian Jin

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## **TECHNICAL SKILLS**

Python
Java
C
SAS 9.4

Machine Learning
Haskell
JavaScript
SQLite
Unity 3D
MS Office
Data Analysis
Assembly



## **PRACTICAL SKILLS**

Leadership
Time Management
Communication
Trilingual
Team Work
Analytical
Problem-Solving
Critical Thinking
Remote Working



#### **EDUCATION**

09/2018 - 09/2022

University of Toronto Scarborough Bachelor of Computer Science, Honors Co-op

Cumulative GPA: 3.7 / 4.0 Enhanced Entrance Scholarship Dean's List Candidate



### **WORK EXPERIENCE**

01/2020 - 05/2020

#### **World Vision Canada**

Portfolio Intern. Tech R&D Department

- Developed an automation system using Python to collect raw data, process
  the data and upload to cloud platform storage in a daily basis. Improved
  efficiency by saving 15 minutes of manual work every day (60 hours by the
  end of FY).
- Developed an Augmented Reality (AR) iOS App using Unity 3D and Vuforia AR Development SDK for company AGM which turns physical poster picture into live playing video on mobile device.
- Developed a webpage integrated impact map using D3.js library to visualize data with team members.
- Developed strong teamwork, leadership, communication and familiar with team-based working style either in office or remotely working using essential office software.

09/2018 - 10/2018

## **Easy Transfer**

Consultant (Part Time)

- Effectively persuaded store owners and provided incentive to cooperate with Easy Transfer to get advertising through Evoke mobile app to increase exposure targeting to international students.
- Developed and presented professional communication, presentation and teamwork skills.



#### **PROJECTS**

09/2020 - 12/2020

#### **U Impactify Online Learning Platform**

School Project | CSCC01

Developed an online learning and career platform based on requirements from project owner with 4 group members for CSCC01 course project, performed professional software development using SQLite, Flask and Angular, achieved overall 90%.

11/2020 - 12/2020

#### DoodleJump - Assembly Version

School Project | CSCB58

Developed a pixel game doodlejump using MIPS Assembly, Bitmap display and memory-mapped I/O (MMIO) for CSCB58 course final project, enhanced knowledge on system hardware theory, achieved full mark on this project.



## **Achievements, Awards & Certificates**

07/2020 SAS Certified Professional: Advanced Programming using SAS 9.4

07/2020 SAS Certified Specialist: Base Programming using SAS

04/2018 World Top 25%, Waterloo Enclid Math Contest 10/2016 Level 6 in TOPIK II Korean Language Proficiency

Certification