Joshua Yeung

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Relevant Skills

Spoken Languages: English (Native), French (Professional working proficiency), Cantonese (Elementary proficiency)
Programming Languages: Python, C, C++, Racket, HTML, CSS, JavaScript, Linux OS (Bash), R, SQL, Excel

Education

University of Waterloo AND **Wilfrid Laurier University**

Bachelor of Computer Science | *Bachelor of Business Administration*

September 2021 – Class of 2026 (Anticipated) | September 2021 – Class of 2026 (Anticipated)

Work Experience

Trisura Guarantee Insurance Company — *Financial Analyst / Junior Underwriter Contract Surety*

January 2023 – May 2023

- Prepared company research and analysis, prepared reports for management; made written recommendations
- Interfaced as necessary with clients for underwriting issues and participated in ongoing client meetings and conference calls
- Conducted financial modeling to determine performance and assess risk
- Analyzed financial strength and positions of current and new business

City of Toronto — *Lifeguard & Swim Instructor*

June 2019 – September 2021

- Commenced my student journey as a lifeguard and advanced to the role of a swim instructor
- Acquired and consistently upheld first aid and emergency response expertise
- Showcased strong teamwork and leadership abilities by ensuring the safety of all patrons in and around the swimming area
- Demonstrated analytical and public relation skills by evaluating students' swimming techniques based on the success criteria requirements and dealing with patron inquiries regarding the aquatic amenity space

Interrelated Projects

Chess

- A comprehensive chess implementation crafted with a range of object-oriented programming techniques, including classes, design patterns, inheritance, and polymorphism, all executed using C++. This program facilitates games between two human players and offers a fundamental player vs. AI feature. It fully supports standard chess maneuvers, including check, checkmate, and castling, and features a basic graphical interface built using X11 for visualizing the gameplay.

Blackjack

- A polished website developed using HTML, CSS, and JavaScript that adheres to the official rules of the game while incorporating additional elements like monetary transactions and betting functionality, delivering a professional and engaging gaming experience.

Wordle - The New York Times

- A C terminal-based implementation of the renowned New York Times game Wordle, where users attempt to guess a five-letter word, and the program provides feedback on the validity of letters and their correct positions.

Weather App Clone

- A website employing HTML, CSS, and JavaScript, designed to retrieve weather data from an API and exhibit it on a webpage. This webpage offers interactivity, allowing users to enter a city name and instantly receive real-time updates on specific weather conditions.

Throughout these projects, I've acquired a deeper understanding of the front-end developer realm by actively learning. I independently mastered the fundamental aspects of web design, delved into more advanced topics during the Blackjack project, and further expanded my knowledge when developing the Weather App Clone, including working with APIs. Furthermore, my proficiency extends to coding in both C and C++ as demonstrated in the reimplementation of well-known games like Chess and Wordle. This journey also allowed me to explore various concepts like dynamic memory management, Abstract Data Types (ADTs), and the application of object-oriented design principles.