Wei Yu Cheng

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SKILLS

Python, Java, Javascript, C, Django, Flask, Node.js, Angular, React, HTML, CSS, Unity, C#, Docker
MySQL, Microsoft Azure, Github, Git, Linux, Github Actions, Pytest, Selenium, SDLC, Agile, Scrum, UML, MS Office
Quality Assurance, Data Structures, Algorithms
Teamwork, Leadership, Self-Learner, Self-Driven, Initiative, Adaptability, Critical thinking, Active Learning, Listening

WORK EXPERIENCE | MAJOR SCHOOL PROJECTS

Queen's University   **Jan 2023 – Present**
Teacher Assistant (Computer Systems, Quality Assurance, Algorithms)   *Kingston ,ON*
- As an Assistant to multiple Professors, I hosted tutorial workshops and online office hours, communicated with fellow students and analyzed solutions for feedback.
    - o Hundreds of students helped throughout the past year and a half
    - o Courses span multiple fields, from C programming to Agile development to algorithms
- Workshops - Led weekly workshops, facilitating communication between students and teaching concepts.
- Feedback. - Wrote extensive tips and comments on student work in areas of code functionality, Agile practices, and algorithm efficiency.

Project CCASM (Canadian Soil and Microbe Database and Web Interface)   **Sept 2023 – Present**
Team Member, Front end, Backend   *Kingston, ON*
- Main developer for three pages (Request, Deposit, and Login) and an alert system, allowing users to request and deposit bacterial samples to and from the database, while allowing admins to be notified of user requests and to securely login in.
    - o Made use of Python, Django, MySQL for backend, with Angular, Javascript, HTML, CSS for frontend, Docker for deployment

Quality Assurance Scrum Project   **Sept 2023 – Jan 2023**
Team Member, Coder   *Kingston, ON*
- Participated in a 4-month long school course simulating a professional scrum environment.
    - o Python, Flask, MySQL, Pytest, Selenium, Github Action
    - o Developed and performed extensive quality assurance testing on an Airbnb website
    - o Gained insight into agile processes in terms of scrum meetings, development, testing and deployment

Game Development Project   **Sept 2023 – Jan 2023**
Team Member, Coder, Leader   *Kingston, ON*

Designed and developed a term long 2d Unity game focused on symmetry with a team of 3. Assumed a leadership role at weekly meetings, ensuring consistent progress and resulting in an excellent project mark (95+).

OTHER EXPERIENCES

QHacks Hackathon   **Feb, 2024**
Leader, Main coder
Kingston, ON
- 2-day Hackathon focused on AI.
- Python, Tensorflow
- Main coder and leader for a deep learning machine learning system which estimated the probability of pneumonia given a chest X-ray image.

Queen's Dev Club Game Jam   **Mar, 2023**
Level Designer, Coder   *Kingston, ON*
- 2-day Game Jam focused on darkness.
- Unity, C#
- Team leader, level designer, and main physics coder for a survival game where the player has to persist against progressively harder waves of enemies, all in the dark.

PERSONAL WORK

- Coded many self-learning projects throughout the past 3 years for hands-on experience and better understanding of different programming languages and systems.

EDUCATION

Queen's University   **Sept 2020 - Present**
Bachelor of Computing Science (Honors)
- GPA: 4.1 out of 4.3
- Awards: Queen's University Excellence Scholarship, Dean's Honour List (2021 - 2024)
- Active participation in Queen's game development club, game jams, and hackathons

EXTERNAL SITES | EXTRA INFO

Languages: English (Fluent), Mandarin Chinese (Fluent)
Linkedin: https://www.linkedin.com/in/yu-cheng-wei-866a1114b
Github: https://github.com/julian-wei213