JUSTIN WANG
STUDENT

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SKILLS

PROGRAMMING: Java, Python, Swift, HTML5, CSS3, Javascript, React
DATABASES: Firebase
TOOLS: Git, Github, Heroku, Android Studio, Xcode, Figma

SUMMARY

Second-year computer science student studying at the University of Ottawa, with internship experience and a multitude of independently created projects. Proficient in iOS and Android, front-end, back-end and web development.

EMPLOYMENT

Royal Bank of Canada, *iOS Developer Intern*, Toronto, Ontario   May 2022 - Aug. 2022
• Worked on RBC Launch and RBC Rewards, apps with thousands of users daily which allows them to save and spend money easier.
• Worked on front-end development using **Swift** and **Javascript** on XCode following **Agile** and **Scrum practices** with extensive use of **Github**.
• Developed bug fixes to display UI components correctly such as images, titles and user information.
• Created new UI screens for welcoming users and shopping in-app.
• Improved connection between front-end and back-end so APIs would send user information correctly.
• Added accessibility features for visually impaired users that read text and components on the app aloud.

Best Brains Markham, *Coding Instructor*, Toronto, Ontario   July 2021 - Jan. 2022
• Taught students from grades 1 to 9 programming in Scratch, **Python** and **HTML5**.
• Created lessons and problem sets for topics such as conditional statements, basic web design and object-oriented programming.
• Class sizes were 8+ students a class each.

PROJECTS

Mealer Android Application
• Developed an online food delivery app used by chefs to sell food, controlled by admins and accessed by clients to buy and rate meals.
• Created using **Java** in Android Studio with **Firebase's Real-time Database** and **Authenticator** which allows for reading and writing of data and authenticating user logins.
• Designed app UI and backend to separate app data from UI and to create a scalable app.

Algorithm Visualizer
• Created a visualizer for pathfinding algorithms, **A*** and **Dijkstra's**, that can visualize pathfinding from one node to another.
• Built the program with **Python** and used the **Tkinter** GUI library for pop-ups and accepting user inputs for where to place the start and end nodes.
• Used **Pygame** library to create UI that allows users to place nodes on a 50x50 grid and draw barriers to change the algorithm's path.

EDUCATION

University Of Ottawa   Sept. 2021 - Current
Bachelors of Computer Science 2025
Scholarships: Admission scholarship, Dean's Honour List 2022.
CGPA: 9.00

ACTIVITIES

UOBionics, *Member*   Sept. 2022 - Current
• Member of UOBionics, which aims to create prosthetic body parts, mainly focusing on arms.
• Helped create data sets and machine learning programs using **Python** to move arms using gestures and motion.
• Planned and designed components of the arm using **AutoCAD** to be 3D printed.

Hack The North 2020++, *Participant/Programmer*   Jan. 2021 - Jan. 2021
• Worked in a team of 3 to develop a medical website for travel-related diseases competing against 180+ participants.
• Used **Flask Python web framework**, **HTML5** and **CSS3** to create the front end for the website.
• Utilized Dropbase's **API** to sort and retrieve information from created datasets.