

KAI WANG

k429wang@uwaterloo.ca | 416-912-1968 | [linkedin.com/in/k429wang](https://www.linkedin.com/in/k429wang) | github.com/k429wang

Skills

Languages: Python, JavaScript, C++, Java, C#, SQL, HTML/CSS, Visual Basic, C

Technologies/Tools: React.js, MySQL, Git, Angular, Node.js, OpenAI, Unreal Engine, WordPress

Professional Experience

U+ Education

Web Developer

Toronto, ON

Jan 2022 – April 2022

- Worked closely with a team of 9 web developers to create and develop software solutions
- Designed, built, and maintained a fully responsive business website using **React.js**
- Developed a coding course in **Python**, including topics such as OOP and data structures/algorithms
- Created website infrastructure and client/server communication using **Angular** and **SQL**

Watolink Engineering Student Design Team

Connected Software Developer

Waterloo, ON

Sept 2021 – Present

- Developed a brain-computer interface involving action-classification via EEG signal analysis
- Created a speech rendering program capable of SSVEP communication in **Python** using **OpenAI**

ACE Health Care

Front End Developer

Vancouver, BC

June 2021 – Aug 2021

- Constructed an interactive and multi-platform business website using **WordPress**
- Designed a modern user-friendly UI, focusing on functionality and accessibility

Mathnasium

Math Instructor

Toronto, ON

Nov 2019 – June 2021

- Worked collaboratively with other instructors to teach, mark, and organize student resources
- Personally delivered engaging online lessons during COVID-19 for up to 3 students at a given time

Projects

Trivia Discord Bot

Software Development

github.com/k429wang/Trivia-Bot

January 2022 – April 2022

- Created an interactive trivia application using **Python** and the Open Trivia Database API
- Implemented the program into a private Discord bot using the discord.py and async.io libraries

Bridge Bidding Tracker

Software Development

github.com/k429wang/Bridge-Bidding-Tracker

March 2022 – Present

- Developed a user-friendly application in **Java** to help Bridge players track bidding systems
- Utilized a general tree data structure to store user data inside of a database built using **MySQL**

Personal Website

Web Development

github.com/k429wang/k429wang.github.io

July 2021 – Feb 2022

- Constructed a responsive website using **React.js** using a desktop-first approach
- Implemented interactive user features using creative component-based design

Dungeon of Moss

Game Development

github.com/k429wang/Dungeon-of-Moss

Sept 2018 – Jan 2019

- Independently built an entertaining 2D bullet hell game using **Visual Basic**
- Utilized concepts such as OOP and asynchrony to create a smooth player experience

Education

University of Waterloo

Bachelor of Applied Sciences in Computer Engineering – GPA: 3.78

Sept 2021 – Present