KAI JUN WENG

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SKILLS

Languages:	C, C++, C#, Java, JavaScript, MATLAB, Objective-C, Python, Scala, Swift, VHDL
Tools:	CMake, GNU Toolchain, Intellij, NI Multisim, Quartus II, Vim, Visual Studio, XCode
Hardware:	Arduino, ARM Processors, FPGAs, Oscilloscopes, Raspberry Pi
Platforms:	Android, iOS, Linux, MacOS, Microsoft Windows

EXPERIENCE

LinkedIn Corporation | Security Software Engineering Intern: Mountain View, CA   May 2016 – Aug. 2016
- Designed and implemented new backend endpoints, data schemas, and tracking to support new password rules
- Revamped the UI of password creation/update to provide users guidance on how to create a good password
- Contributed to reducing login friction on LinkedIn without compromising security
- *Technologies:* CocoaPods, Dust.js, Git, Gradle, Mockito, npm, Play, Rest.li

Intentional Software | Software Development Engineering Intern: Bellevue, WA   Aug. 2015 – Dec. 2015
- Upgraded platform to make use of the DirectX 12 graphics API
- Ported native DirectX code to SharpDX for cleaner interoperability with C#
- Developed tools to provide real-time visualisations of graphics related debugging information
- *Technologies:* DirectX 11, DirectX 12, SharpDX

Altera Corporation | Software Engineering Intern: Toronto, ON   Jan. 2015 – Apr. 2015
- Realised new features and functionality into the TimeQuest C++ codebase
- Refactored existing code for runtime improvements, usage of C++11 features, and thread safety
- Fixed all known memory leaks in TimeQuest as of version 15.1
- *Technologies:* FogBugz, GDB, Intel Inspector, Perforce

Wescom Solutions | Front-End UI Developer: Mississauga, ON   May 2014 – Aug. 2014
- Added decorators that improved codebase cleanliness and webpage consistency
- Built a project scheduling and forecasting application running on a Tomcat Server
- *Technologies:* Ant, Ajax, JIRA, jQuery, Maven, Spring, Subversion

PROJECTS

InfoSav   Aug. 2016 – Sept. 2016
- Chatbot for Messenger and Slack that provides information on info sessions, implemented with Scala/Play and Redis

GANEngineVk   June 2016 – Present
- Graphics engine built on Vulkan for multiplatform graphics development

Emulator   April 2016 – Present
- CPU emulator written in C that supports a number of different processors such as the Intel 8080

Study Group Finder   June 2015
- Android app and Node.js web app that allowed students to find or create study groups around campus

EDUCATION

3B Electrical Engineering | University of Waterloo: Waterloo, ON   Sept. 2013 – Present
Cumulative Average: 94% **| CGPA**: 3.94

Awards:	Dean's Honours List for 1A, 1B, 2A, 2B & 3A	
Scholarships:	Faculty of Engineering Faculty/Staff Upper-Year Scholarship	Mar. 2015
	President's Scholarship	May 2013