Ding **Dong**

2B Computer Science

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Skills

- Languages: Java, C/C++/C#, JavaScript, Python, Solidity, SQL
- Tools/Frameworks: Android Studio, Git, Node.js, Express, Vue.js, Webpack, Bootstrap

Experience

Blockchain Application Developer

Toronto, ON

Toronto Startup Inc. *Sept. 2017 - Dec. 2017*

- Developed _____, an Ethereum Blockchain web app that allows users to store and trade digital assets
- Implemented front-end market, inventory, profile, and buy/sell functions for tokens on Ethereum
- Created contract events crawler in the back-end, allowing REST API calls to query contract state
- Used tools and frameworks such as Node.js, Express, Webpack, Bootstrap and SQL in full-stack development
- Implemented a decentralized library system on the Ethereum blockchain for company library

Projects

OverStats – goo.gl/jCbl46

Java, Android Studio, Apache2

- Android app with 50,000 downloads on Play Store, rated 4.6 stars with 1200 ratings and 500 reviews
- Provides comprehensive in-game data and tracks player statistics for Overwatch
- Set up Apache2 on a Linux server to host in-game data, enabling asynchronous updates
- Queries Blizzard API to obtain patch notes, catching users up to date on the latest changes
- Overcame challenges such as consistent animation by quickly learning application life cycle, Fragments, etc

McCree's Watch – goo.gl/73w4yP

Java, Android Studio

- Android app with 130,000 downloads on Play Store, rated 4.8 stars with 1500 ratings and 700 reviews
- Entertains users through a creative soundboard with material design
- Optimized to play small files, which allows users to tap rapidly, playing multiple streams in overlap

Contract Watchmen – contractwatch.men

Vue, JavaScript, WebPack

- Material design web app that watches for Ethereum blockchain smart contract events
- Uses data-driven model, two-way binding, and componentization features from Vue

Diffusion Simulator – goo.gl/eEezIC

Java, Android Studio

- Android app that uses a game loop on a dedicated thread to simulate collision of particles
- Particles concentrate towards where the user hold on screen, and move randomly when released
- Uses vector dot product to calculate new velocity after collision
- Applied OOP principles, uses objects such as particle with velocity fields

Awards

ECOO Programming Competition

2016

- 5th place in Ontario-wide contest with over 400 teams

National Math Contests

2015 - 2016

- Received Certificate of Distinction for Euclid, Fermat, and CSMC
- Competed against up to 15,000 contestants across the world

Education

University of Waterloo

Waterloo, ON

Candidate for B.S in Computer Science *Sept. 2016 - Present*

- $2000 President's Scholarship of Distinction