

Brian Wang

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EDUCATION

UNIVERSITY OF WATERLOO

BACHELORS OF COMPUTER SCIENCE
Expected Apr 2019 | Waterloo, ON

OTTAWA YOUTH ORCHESTRA ACADEMY

PRINCIPAL VIOLIST
Sept 2012 - May 2014 | Ottawa, ON

COURSEWORK

Foundations of Sequential Programs
Logic and Computation
Data Structures and Data Management
Object-Oriented Software Development
Computer Organization and Design
Combinatorics and Graph Theory

LINKS

Github:// [lusol](#)
LinkedIn:// [brianhaowang](#)

SKILLS

C++ • C • JavaScript • ReactJS
NodeJS • ExpressJS • HTML • CSS
Ruby • \LaTeX • Bash • Jmeter
Git • Apiary • Dredd • Racket

EXPERIENCE

TEESPRING | SOFTWARE ENGINEERING INTERN

Sept 2016 – Dec 2016 | San Francisco, CA

- Added an additional layer to the t-shirt web composer, restricting t-shirt design to a bounded area, resulting in decrease of 15% for misprinted t-shirts.
- Implemented background removing functionality by manipulating individual pixels, allowing users to delete backgrounds within a varying color proximity.
- Improved image functionality by adding reflection, duplication, and layering, giving users a wider array of tools to edit images.

SOLINK CORP | SOFTWARE ENGINEERING INTERN

Jan 2016 – Apr 2016 | Ottawa, ON

- Created a plethora of API services which retrieved video snapshots, camera info, etc, using NodeJS with ExpressJS framework.
- Co-produced Checkin, an internal debugging tool which grabs and parses vital NAS info together. Created with NodeJS.
- Improved information clarity by adding graphs and statistics to display peak hours for monetary transactions and human movement.

PROMOCATALYST | SOFTWARE ENGINEERING INTERN

May 2015 – Aug 2015 | Ottawa, ON

- Reconstructed and designed the landing page using HTML slim, CSS, and JavaScript with Bootstrap framework.
- Created item shopping page to streamline products ordering process. Used by hundreds of clients including St.Regis and WhiteWaterBrewery.

PROJECTS

LEAGUE OF LEGENDS LANING ESTIMATOR

Mar 2016

- Program that analyzes your chances of winning lane versus an opponent laning history. Has a 90% accuracy rate. Used Ruby and Riot Game's API.

PRACTICE TWITTER

Jan 2016

- Using Ruby on Rails to develop a mock version of Twitter with full authentication and login framework, users, and microposts. Implemented an extensive test suite alongside development to insure project integrity.

DUNGEON ESCAPE

Nov 2015

- Developed an RPG where the player battles monsters and tries to escape alive. Created with C++, using polymorphism, inheritance, and MVC structure.

TWILIVE

Jan 2015

- Co-developed a website which uses Twitter's streaming API to graphically analyze a user chosen key-word. Used JavaScript and JSON and CanvisJS.