

# Brian Wang

brianhaowang.com  
bhzwang@uwaterloo.ca | 226.606.4362

## 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 • NodeJS  
ExpressJS • Racket • HTML • CSS  
Ruby •  $\text{\LaTeX}$  • Bash • Jmeter  
Git • Apiary • Dredd • Microsoft Office  
Agile

## EXPERIENCE

### 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 front-end UI by adding functionality through download buttons and statistics displayed. Used HTML, CSS, and AngularJS.

### PROMOCATALYST | SOFTWARE ENGINEERING INTERN

May 2015 – Aug 2015 | Ottawa, ON

- Collaborated with front-end developers to aesthetically enhance web pages using HTML slim, CSS, and JavaScript with Bootstrap framework.
- Constructed multiple e-commerce websites for clients, like AdWare, with PureCSS, JavaScript, and Google Maps API.
- Designed item catalog and contact forms using Ruby on Rails and AngularJS.
- 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

Created a program that analyzes your chances of winning lane versus an opponent based on averaged statistic differentials. Has a 90% accuracy rate. Used Ruby and Riot Game's API.

### BRIANHAOWANG.COM

Feb 2016

Designed a personal website to exhibit web-design proficiency as well as display information about myself, personal projects, and past work experience. Used HTML, CSS, and Javascript, with Bootstrap framework.

### 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 dwarfs, elves, and dragons and tries to escape alive. Created using C++, with heavy use of polymorphism, inheritance, MVC structure, and multiple design patterns to showcase mastery of language.

### 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 to graph statistics.