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 • NodeJS ExpressJS
• Racket • HTML • CSS
Ruby • LaTeX
Bash • Git • Jmeter • Apiary
Dredd • Microsoft Office

EXPERIENCE

SOLINK CORP | Software Engineering Intern
Jan 2016 – Apr 2016 | Ottawa, ON
- Created a plethora of API services which retrieved video snapshots, camera info, customer data 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 and usability by adding more functionality through download buttons and statistics displayed.

PROMOCATALYST | Software Engineering Intern
May 2015 – Aug 2015 | Ottawa, ON
- Collaborated with front-end developers to aesthetically enhance and revamp 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.

PROJECTS

LEAGUE OF LEGENDS LANING ESTIMATOR
Mar 2016 – Ongoing
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 – Ongoing
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 – Ongoing
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.