

Danliang Wang

<http://www.danliang.tk>

Expected Graduation : Aug 2019

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Availability : 8 months preferred

PROGRAMMING SKILLS

- **Languages:** Java, Python, C, C++, SQL, Bash, Javascript, MIPS Assembly
- **Technologies:** Android, REST, AngularJS, Git, Agile
- **Interests:** Machine Learning, Mobile and Full Stack Web Development, Backend, DevOps

EDUCATION

- **University of Waterloo** Waterloo, ON
Candidate for Bachelor of Computer Science, Honours, Business Option; GPA: 4.00 *Sep 2015 – Ongoing*

EXPERIENCE

- **Intel Corporation** Toronto, ON
Software Engineering Intern *Jan 2018 - Present*
 - TODO
 - TODO
 - TODO
 - TODO
 - TODO
 - Used:
- **BlackBerry** Mississauga, ON
Software Development Student *May 2017 - Aug 2017*
 - Prototyped and developed cloud backup and restore feature for BlackBerry Password Keeper
 - Developed background events tracking feature for BlackBerry DTEK
 - Integrated AMap API into BlackBerry DTEK to track event locations in China
 - Developed save, quick settings, edit, RTL features for BlackBerry Notable
 - Fixed multiple tricky bugs for existing features in BlackBerry Android Apps
 - Used: Java, Git, Jira, SQLite, Drive API for Android, AMap API, Android Studio
- **Ericsson(ZCOM)** Mississauga, ON
Software Integration and Development *Sep 2016 - Dec 2016*
 - Customized a JavaScript rule engine to generate relationships among XML files
 - Created a Web App to parse certain REST requests
 - Used: NodeJS, AngularJS, BootStrap, REST, XML

PROJECTS

- **Lunar Lander:**
 - A game in which a player attempts to land a lunar landing module safely on the Moon
 - Enabled users to edit terrain with direct manipulation and the ability to undo/redo edits
 - Used: Java, Swing, Direct Manipulation, Undoable Edits, MVC
- **Simple Drawing:**
 - A drawing application that supports drawing and manipulating strokes
 - Enabled users to scale, rotate, duplicate, delete strokes as well as make color and line thickness changes
 - Used: Java, Swing, Hit-testing, MVC
- **Simon:** An Android version of the Simon game that supports multiple difficulty levels and different number of buttons