

Wang Danliang

3A Computer Science | University of Waterloo ID# 20642580

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Permanent Address

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SUMMARY OF QUALIFICATIONS

- Excellent skill of C/C++/Bash/MATLAB through rigorous training from university coursework
- Knowledge of Java/Python by self-study on Coursera
- Knowledge of HTML/CSS/JavaScript by creating my personal webpage
- Proficiency in Microsoft Office Suite
- Enthusiasm for solving difficult problems

WORK EXPERIENCE

Engineering Coop Student, City of Edmonton, Edmonton, AB, 05/2014 - 12/2014

- Developed database for 2015 City of Edmonton Neighborhood Drainage Renewal Program with Excel using half amount of time the former employee spent
- Designed for open channel, tunnel ventilation and open cuts with MicroStation
- Conducted site visits and praised by crew for working hard

Tutor, University of Alberta Student's Union, Edmonton, AB, 09/2013 - 04/2015

- Tutored engineering and science courses and significantly improved students' grades
- Developed strong communication skills through answering students' various questions
- Managed time efficiently and did well in my own coursework

EDUCATION

Candidate for Bachelor of Computer Science, Honours, Business Option,
University of Waterloo, Waterloo, Ontario, 2015/09 - present

Relevant Assignments or Projects:

Criss-cross Puzzle Solver, Design Functional Programs, 11/2015 - 12/2015

- Adopted efficient algorithms and achieved high time efficiency
- Wrote many helper functions in Racket and gained good understanding of lambda functions
- Debugged carefully and the program achieved high robustness

Relevant Courses:

- Object-Oriented Software Development
- Elementary Algorithm Design and Data Abstraction
- Mathematics of Finance
- Investments

Awards: Talisman Engineering Undergraduate Scholarship, University of Alberta, Edmonton, AB, 2013

Other Degrees/Diplomas/Certificates/Training

- Candidate for Bachelor of Mining Engineering (Quitted), Coop
University of Alberta, Edmonton, Alberta, 09/2012 – 04/2015

Personal Projects

Moving Balls, 12/2015 - 03/2016

- Utilized Visual Studio to develop a Moving Ball game in C and gained software development experience
- Developed modules using dynamic memory allocation
- Used external C library for interface design