Tony Tang

tonyt.me

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EDUCATION

Candidate for Bachelor of Computing Science (Junior)

University of Waterloo, *Waterloo*   2017

WORK EXPERIENCES

Medallia, *Palo Alto*   May 2015 – Present

Software Engineer – Front End

- Developing new front end Node.js server to decouple from backend services
- Experimenting with HTTP/2 and ES2015 modules to improve modularity and file caching
- Using System.js and Jspm to load modules in AMD, CommonJS, and ES2015 format
- Integrating Git into Node.js server to access file content and commit history in memory
- Replaced in-house testing framework with Karma test runner with Mocha framework

LyricFind, *Toronto*   Sep 2014 – Dec 2014

Software Developer – Full Stack

- Developed Java Spring MVC web app to build a music lyrics repository with an elegant interface
- Improved MySQL efficiency by reducing hundreds of lazy loading queries into one
- Implemented custom repositories and Data Access Objects (DAO) for MySQL and Solr
- Redesigned front-end using best UI and UX practices with Bootstrap and JavaScript
- Practiced test driven development by design test cases and writing unit tests before coding

CBC/Radio-Canada, *Toronto*   Jan 2014 – Apr 2014

Quality Assurance Analyst

- Integrated quickly into the Agile Scrum environment by taking on projects from 4 different teams to learn the ropes of all areas of web development
- Conducted various types of quality assurance tests to only accept software that meet standards
- Reduced hours of tedious and repetitive tasks by writing automation tests in Unix commands
- Configured and tested software using virtual machines to ensure cross browser compatibility

PROJECTS (tonyt.me/github)

Personal Budgeting Tool, *2014*

- Web app to keep track of personal spending based on the users input. Back ended by **Ruby on Rails**, and front end styled with **Bourbon**, **Sass**, and **JavaScript**

Tetris, *2014*

- Tetris game using the popular rotation and wall kick algorithms; written in **Prototype-based JavaScript**
- Quadris, non-real time text-based tetris with simple rotation algorithm; in object-oriented **C++**