

Yuzhi Tang

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EXPERIENCE

HAVELAAR CANADA INDUSTRIAL R & D LABORATORY |

SOFTWARE INTERN

Aug 2020 – Sep 2020 | Toronto, ON

- In charge of testing the performance of Particle Photon Wi-Fi IoT device as the candidate communication module for a wireless EV charging system.
- Designed and carried out experiments to measure the average delay time of data transfer with different setups.
- Used C++ for firmware programming.
- Test results spearheaded the company's decision for replacing current choice of hardware.

GAME OF APPS | SUMMER INTERN APP DEVELOPER

Jun 2019 – Aug 2019 | Richmond, BC

- Worked in a team to develop features for the Game of Apps iOS app.
- Implemented the most ambitious interface design of the development phase to Xcode using Swift.
- Improved existing code logic and data structure adhering to OOP principles.
- Used Git for version control and to rebase branches for managing merge conflicts.

PROJECTS

SHARKCONNECT | GITHUB

- Developed Sharkconnect using Swift and Xcode; developed backend database using Firebase.
- Sharkconnect is an iOS app which serves as a centralized platform for schools where relevant contents can be accessed by the student body.

EXPLORATORY STATISTICAL ANALYSIS ON ROYAL CANADIAN YACHT CLUB DATASET | GITHUB

- Implemented statistical analysis methods including randomization test, classification tree, and linear regression using R.
- Implemented data wrangling and data visualization techniques using R.

ENGLISH GRAMMAR CHECKER | GITHUB

- Developed a grammar-checking program in Python that provides feedback on the grammatical correctness of an English sentence.
- Used the `benepar` library to parse sentences; implemented recursive algorithms on the constituency parse tree data structure for grammar checking.

PERSONAL HEALTH APP | GITHUB

- Worked in a team to develop features for Personal Health App using Java with GUI using Java Swing.
- Designed app architecture adhering to Clean Architecture and SOLID Design Principles.

EDUCATION

UNIVERSITY OF TORONTO

HONOURS BACHELOR OF SCIENCE
SPECIALIST IN COMPUTER SCIENCE
AND MAJOR IN COGNITIVE SCIENCE
AND MINOR IN MATHEMATICS
Expected April 2024
Cum. GPA: 4.0 / 4.0

COURSEWORK

Software Design
Intro to the Theory of Computation
Computer Organization
Probability and Statistics I

SKILLS

PROGRAMMING

Proficient in:

- Python
- Java
- C++
- R
- Swift

SOFT

- Fluent in English and Mandarin
- Teamwork
- Quick Learner

AWARDS

- ProfiTech Hackathon 3rd Place (2021)
- BC Achievement scholarship (2020)
- Universal Buddhist Temple Award For Community Services (2020)
- BC School Badminton Championships 2nd Place (2019)
- Game of Apps Season 1 Winner (Regional) (2017):
Working in a team, designed and developed the prototype iOS app Sharkconnect that won the Best Overall App Award.

LINKS

Website: /yuzhitangportfolio
Github: /paulslss300
Devpost: /paulslss300