

Paul Wang

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TECHNICAL SKILLS

Languages:	Java, JavaScript, C#, C++, PHP, Python, Ruby, HTML, CSS, VB
Mobile:	Android Studio, libGDX, Unity
Web:	Jekyll, Bootstrap, Heroku, Rails, WordPress
Version control:	Git, SVN
OS:	Linux

EDUCATION

B. Science, Computer Science Major – University of British Columbia Sep. 2015 – Present

- Received a 93.6% unweighted average for Term 1 of Winter 2015
- Received final grade of 100% in *Computation, Programs, and Programming* course and offered TA position for upcoming winter session

International Baccalaureate Program – Semiahmoo Secondary Sep. 2013 – May 2015

- Received final IB grade of 42 out of 45
- Received top IB English SL student award
- Received the Semiahmoo Scholar award
- Team placed fourth overall in 2015 UBC Physics Olympiad

VOLUNTEER EXPERIENCE

Director of IT – CACTES Association (<http://www.cactesassociation.org>) Nov. 2013 – Sept. 2015

- Caring About Communities Together to Eliminate Struggles (CACTES) Association is a student-led non-profit group that takes the initiative to combat global issues such as inaccessibility of clean water
- Assisted organization in raising \$5000 to construct a gravity-fed water system in the rural village of Sadagaun, Nepal in August 2014
- Created and managed organization website using the WordPress framework and customized plugins and content using PHP, HTML and CSS
- Actively participated in and initiated fundraising events; also created promotional posters, banners and informational flyers for these events in Photoshop
- Scheduled and facilitated discussions in regular meetings with other members of the IT committee
- Delegated tasks to committee members and provided committee progress reports to other executives

PERSONAL PROJECTS

Portfolio Site (<http://pwang347.github.io/>) Mar. 2016

- A mobile-scalable site that briefly showcases latest projects
- Built with Jekyll and hosted on GitHub Pages

Instagram Test (<http://instajams.herokuapp.com/>) Jan. 2016

- A mobile-scalable site inspired by Instagram that displays posts with attached images and allows creation of user accounts, created using Ruby on the Rails platform in RubyMine
- Hosted on Heroku and added Dropbox API integration to store uploaded images to Dropbox folder

Clipboard++ (<https://github.com/pwang347/ClipboardPP>) Aug. 2015

- A clipboard utility tool created using Java FX in IntelliJ IDEA, with all art assets made in Photoshop

- Allows for storing of multiple clip objects, cycling between the objects and modifying clipboard data
- Supports text, images, hyperlinks and file lists as distinct data flavors that can be modified

My BGM (<http://bit.do/mybgm>)

Sep. 2014

- A personalized music player Android app created using Java in Android Studio
- All art assets and promotional material were made in Photoshop
- Ad-free app allows sorting of songs and basic player features in a clean and personalized interface

Menu Builder

Oct. 2013

- A database tool for Windows created using Visual Basic in Visual Studio
- Assists small food delivery services in keeping track of orders and upcoming transactions
- Stores contact info, menu items, orders, outstanding balances in a local MySQL database

OTHER PROJECTS

Global Game Jam 2016 (<http://globalgamejam.org/2016/games/routine-collection>)

Jan. 2016

- Developed a GearVR game using the Unity game development platform and C#
- Collaborated and shared project files using Git, repository available at (<https://github.com/Five-And-A-Half-Asians/ggj16>)
- Implemented core mechanics such as simple procedural generation of levels and level progression
- Implemented visual effects such as a color tween engine, animations and particle systems