PAUL WANG

YEAR 2, COMPUTER SCIENCE MAJOR
github.com/pwang347

TECHNICAL SKILLS

Languages:	Java, JavaScript, C#, HTML, CSS
Mobile:	Unity, IntelliJ IDEA, LibGDX, Android Studio
Web:	Rails, Jekyll, WordPress, WebStorm, RubyMine
Other:	Git, Linux

PERSONAL PROJECTS

Chatter—*Node JS* *(http://github.com/pwang347/chatter)*   Jun. 2016

- Designed a simple chatroom using Socket.IO and MongoDB
- Implemented text-to-speech functionality by forking package Say.js, developed solution for stopping speech on Windows systems

Portfolio Site—*Jekyll* *(http://pwang347.github.io/)*   Mar. 2016

- Designed a mobile-scalable site that briefly showcases latest projects**;** built using the Jekyll framework and hosted on GitHub Pages

Instagram Test—*Ruby on Rails* *(http://instajams.herokuapp.com/)*   Jan. 2016

- Implemented a mobile-scalable site that displays posts with attached images and has user accounts; developed on the Ruby on the Rails platform using the RubyMine IDE
- Hosted using Heroku app server and image storage implemented using Dropbox API

Clipboard++—*Java FX* *(https://github.com/pwang347/ClipboardPP)*   Aug. 2015

- Designed a multi-threaded clipboard utility tool created in IntelliJ IDEA to store, edit and cycle through multiple clipboard objects; all art assets made in Photoshop
- Implemented editors to support different data flavors detected by clipboard listener and aimed for a thread-safe design when handling clipboard data; uses modified singleton design pattern

My BGM—*Android Java* *(http://bit.do/mybgm)*   Sep. 2014

- Designed and published an ad-free music player Android app using Android Studio, enables customization of playlist folder themes and wallpaper
- Used Android and Java libraries to implement features such as file type filtering, filename sorting, image caching and preference storage; art assets and promotional art from Photoshop

Menu Builder—*Visual Basic*   Oct. 2013

- A database tool for Windows created using Visual Basic to assist local food delivery services in keeping track of orders and upcoming transactions
- Connected local MySQL database to GUI application to store menu, contact and order information

TECHNICAL EXTRACURRICULAR ACTIVITIES

Global Game Jam 2016—*Unity C#* Jan. 2016

(http://globalgamejam.org/2016/games/routine-collection)

- Developed a GearVR game in Unity in which the player must collect increasing amounts of items in the same order; used Git for version control in a team of six with the repository available at (*https://github.com/Five-And-A-Half-Asians/ggj16)*
- Implemented core mechanics such as simple procedural generation of levels, level clearing, as well as visual effects such as a color tween engine, item animations and particle systems

ACADEMIC PROJECTS

Mind the Gap—*Android Java* Mar. 2016

- An Android application that parses JSON data from the Transport for London (TfL) Open Data API to display latest schedules for trains in London; implements the singleton design pattern
- Implemented models based on UML class design and tested functions using the jUnit framework

WORK EXPERIENCE

Computer Science Teaching Assistant—*University of British Columbia* May 2016 – Present
- Administers a weekly three hour lab section with 21 students for the *Computation, Programs, and Programming* course; explains basic concepts such as recursion and binary search trees
- Evaluates problem set submissions and exams, providing detailed feedback to students
- Meets regularly with instructor and coordinator on a weekly basis to report observations

VOLUNTEER EXPERIENCE

Director of IT—*CACTES Association* *(http://www.cactesassociation.org)* Nov. 2013 – Sep. 2015
- Raised $5000 to build a water system in rural Nepal by participating in fundraising events and creating posters and promotional material using Photoshop
- Created and managed organization website using the WordPress framework and customized plugins and content using PHP, HTML and CSS
- Scheduled meetings with committee members, delegated tasks and provided progress reports

EDUCATION

Bachelor of Science, Computer Science Major—*University of British Columbia* Sep. 2015 – Present

- Received *Chancellor's Scholar Award*
- Received *Science Scholar* and *Dean's Honour List* placements for winter term of first year
- Expected graduation May 2020

INTERESTS

- Backend development, Android development, Web development, Game development
- Digital painting, Music composition, Badminton, Physics (placed 4th in UBC Olympiad 2015)