PAUL WANG

YEAR 2, COMPUTER SCIENCE MAJOR
github.com/pwang347

TECHNICAL SKILLS

Languages: Java, JavaScript, C#, C++, PHP, Python, Ruby, HTML, CSS, VB

Mobile: LibGDX, Android Studio, IntelliJ IDEA, Unity

Web: Rails, Jekyll, Bootstrap, WordPress, WebStorm, RubyMine

Other: Git, Linux

EDUCATION

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

- Received a cumulative A+ GPA for the winter term of first year
- Received final grade of 100% in the *Computation, Programs, and Programming* course

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

- Received final IB grade of 42 out of 45
- Received *Top IB English SL student* and *Semiahmoo Scholar* awards
- Placed fourth overall in 2015 UBC Physics Olympiad

WORK EXPERIENCE

Teaching Assistant—*Computer Science, University of British Columbia* May 2016 – Present

- Explains concepts such as recursion to 21 students in a scheduled lab section for the *Computation*, Programs, and Programming *course*
- Evaluates problem sets and exams, providing detailed feedback on marked files
- Regularly meets with course instructor and coordinator every week to report observations

VOLUNTEER EXPERIENCE

Director of IT—*CACTES Association* *(http://www.cactesassociation.org)* Nov. 2013 – Sep. 2015

- Assisted organization in raising $5000 to construct a gravity-fed water system in the rural village of Sadagaun, Nepal in August 2014 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 and facilitated discussions in regular meetings with seven IT committee members; delegated tasks and provided committee progress reports to other executives

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
- Implemented models based on UML class design and tested functions using the jUnit framework

PERSONAL PROJECTS

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

- 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

- A practice 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 webserver and file storage implemented using Dropbox API

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

- 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
- Designed editors to support different data flavors detected by clipboard listener and aimed for a thread-safe design when handling clipboard data

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

- An ad-free personalized music player Android app created in Android Studio to customize playlist folders and their color themes; art assets and promotional art made in Photoshop
- Used Android and Java libraries to implement features such as file type recognition, file sorting, image caching and preference storage

Menu Builder—*Visual Basic* Oct. 2013

- A database tool for Windows created in Visual Studio 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

HACKATHONS

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, resetting a level after clear, as well as visual effects such as a color tween engine, item animations and particle systems