

# PAUL WANG

YEAR 2, COMPUTER SCIENCE MAJOR

[github.com/pwang347](https://github.com/pwang347)

## TECHNICAL SKILLS

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**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

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**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

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**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

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**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

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**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

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**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

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**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