**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