Ricky Tang

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OBJECTIVE

Aspiring software engineer passionate about full-stack development, AI, and building real-world solutions. Seeking opportunities to learn, grow, and contribute to impactful tech projects.

EXPERIENCE

• Brick Works Academy [)

Jun 2024 - Jul 2024

Co-op Camp Counselor

Waterloo, Canada

- Led robotics group for campers aged 9-14, teaching Python-based LEGO programming
- Guided a team project integrating Python with LEGO chip to build a writing machine robot
- Organized interactive challenges to boost engagement and teamwork

EDUCATION

University of Waterloo

Sep 2025 - Apr 2030

Bachelor of Software Engineering - Honours

Waterloo, Canada

Laurel Heights Secondary School

Graduated Jun 2025

Ontario Secondary School Diploma

Waterloo, Canada

• Grade: 99.5% | Information & Communications Technology SHSM

PROJECTS

• FitSage: AI-Powered Fitness Diary Web App

May 2025 - Present

Tools: Next.js, Supabase, Gemini API, Tailwind CSS

 $[\mathbf{O}]$ Built Next.js web app turning unstructured workout diaries into structured fitness data using Gemini AI natural

- language processing Created intelligent workouts dashboard displaying weekly intensity trends and AI-generated personalized feedback based on recent activity patterns
- Implemented dynamic workout curation system that suggests 8-12 tailored exercises based on user performance and training gaps
- Developed responsive UI with Tailwind CSS and integrated real-time data storage via Supabase

• CheFlow: Interactive Culinary Management System

Ian 2025

Tools: Processing, G4P (GUI Library)

 $[\mathbf{O}]$

- Built recipe management app that suggests meals based on available ingredients and time constraints, reducing food waste and decision fatigue
- Developed intelligent matching algorithm to optimize ingredient usage and grocery shopping efficiency
- Created data visualizations (scatter plots, regressions, heatmaps) for cooking habit analytics
- Designed interactive GUI with Processing's G4P for recipe entry and meal planning

• SwiftNotes: Rewarding Encrypted Note App

Nov 2024

Tools: Processing, G4P (GUI Library)

- Led a 3-member team developing secure note-taking app to help users organize ideas effortlessly
- Engineered password protection and auto-save features ensuring data security and reliability
- Built tabbed interface with theme/font options for comfortable long-term usage
- Created writing rewards system to transform productivity into engaging experience

SKILLS

- Languages: C++, Python, JavaScript, TypeScript, Processing, HTML, CSS, LaTeX
- Tools & Technologies: React.js, Next.js, Tailwind CSS, shadcn/ui, daisyUI, Node.js, Express.js, Supabase, Git, GitHub, Vercel, Figma, Motion Canvas

ACHIEVEMENTS

- Canadian Team Mathematics Contest: 3rd Place Nationally (2025)
- Euclid Mathematics Contest: Top 5%, Distinction (2025)
- Canadian Senior Mathematics Contest: Top 2%, Distinction (2024)