Ian Wang

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Education

University of Waterloo Sep 2025 – May 2030 (Expected)
Bachelor of Applied Science, Computer Engineering, GPA: 3.95 *Waterloo, ON*

Technical Skills

Programming Languages: Python, Java, C/C++, C#, JavaScript, TypeScript, HTML, CSS, SQL, LaTeX
Frameworks/Libraries: React, Tailwind CSS, Node.js, Express, PostgreSQL, NumPy, Matplotlib
Tools: Git, Vite, VS Code, Vercel, Render, Unity

Projects

Graph Benchmarker | *TypeScript, React, Tailwind CSS, Node.js, Express* Jan 2026 – Present
- Developed a full-stack application using React and TypeScript to support real-time graph algorithm execution
- Built live algorithm execution streaming with Express to transmit step-level updates and performance metrics
- Implemented a graph loading pipeline to fetch, parse, and validate graph datasets for efficient algorithm processing
- Designed interactive visualizations to explore and understand algorithm behaviour and compare performance

Hospital Delirium Detector | *HTML, CSS, JavaScript, Node.js, Express* Oct 2025 – Nov 2025
- Co-developed PRISM, a real-time wearable system for continuous delirium monitoring in clinical environments
- Developed an IoT data pipeline to ingest, process, and store live ESP32 sensor data with 100% data integrity
- Architected robust async live and playback systems, enabling seamless real-time and historical data visualization
- Constructed a dashboard for real-time data visualization and hardware control, guiding informed decision-making

Continent Procedural Generator | *Python, NumPy, Matplotlib, Tkinter* Oct 2025
- Built a procedural continent generator in Python using Simplex noise, producing diverse, coherent 2D worlds
- Implemented biome classification, artifact removal, heuristic town placement, and D8 flow to enhance realism
- Designed a GUI for customizing generation parameters and dynamic display of labelled maps with Matplotlib

LyX Previewer | *Python, Tkinter* July 2025 – Sep 2025
- Partnered to build LyX Previewer, a Python GUI application that retrieves LyX files from Google Drive, converts them to HTML, and seamlessly renders output to a web browser, eliminating manual conversion for file previewing
- Created user-friendly UI and engineered a LyX-to-HTML converter, ensuring a stable and reliable application

Java Swing Roguelike Game | *Java, Swing (Java)* Apr 2024 – Jan 2025
- Created a dynamic, procedurally generated game in Java Swing, authoring 10,000+ lines of object-oriented code
- Optimized performance using cached pathfinding, shadowcasting, and particle systems, enabling smooth gameplay
- Engineered procedural generation with visually applied simplex noise, creating dynamic environments and textures

Experience

Firmware Team Member Sep 2025 – Present
Waterloo Midnight Sun Group *Waterloo, ON*
- Designed embedded C firmware on STM32 for a high-voltage battery charger, ensuring reliable system operation
- Implemented multi-state LED driver, button manager, and rotary encoder driver to facilitate user interaction
- Built, tested, and optimized embedded systems for solar-powered vehicle applications in a multidisciplinary team

Teaching Assistant Sep 2024 – Jun 2025
TTmath *Markham, ON*
- Communicated complex math concepts clearly to 15+ students, fostering understanding and engagement

Awards

Canadian Computing Olympiad (CCO) | *Bronze Medalist* May 2024
- Ranked top 0.7% nationally (27/3,947) for advanced problem-solving in algorithms and data structures

Canadian Mathematical Olympiad (CMO) | *National Qualifier* Mar 2025
- Ranked top 1.1% nationally (70/6,300) for exceptional mathematical reasoning and quick problem-solving skills