RYAN DENG

2A Software Engineering

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SKILLS

Languages: Python, JavaScript, HTML5/CSS3, C, C++, Java
Technologies: MERN (MongoDB, Express, React, Node.js) stack, Redux, REST API, Socket.io, Git

WORK EXPERIENCE

Co-founder at Apple-Creativity   2020.05 – 2020.08
- Completed **4 months** of fast-paced training focused on **entrepreneurship** and **problem analysis** at the Conrad School of Entrepreneurship and Business (Conrad).
- Awarded **top 6 finalist status out of 42 teams** in the Quantum Valley Investments Problem Pitch Competition by scripting and designing the pitch deck, demonstrating the future of technology's role in enhancing creativity.
- Researched the psychology behind creativity and developed concepts of using technologies to generate creativity **in partnership with the Problem Lab** at University of Waterloo.
- **Led a team of two** following the **agile methodology**, had daily scrum meetings, interviewed 15 industry experts, and completed 3 design sprints.
- Dived in **startup-building** by communicating with 6 other venture teams, competing in 3 funding competitions, and finishing weekly workshops/deliverables with Conrad mentors and campus coaches.

PROJECTS

Challengers | JavaScript, MERN stack, Redux, JSON Web Token (JWT)   2020.07 – 2020.08
- Built and deployed a **full-stack web app** that **facilitates employee engagement** by making the organization of company-wide challenges more efficient and scalable.
- Created the frontend and backend using the **MERN stack** along with **Redux** for global state management.
- Implemented **user authentication** and **authorization** using **MongoDB, JWT,** and **Bcrypt**.

IdeaConnect | JavaScript, MERN stack, Socket.io   2020.07 – 2020.08
- Launched a **full-stack web app** with the **MERN stack** that helps people with unique ideas connecting to others via **online chatrooms**.
- Achieved **real-time chatting and updating** using **Socket.io**.

Top-Down Zombie Shooter | Python, PyGame   2019.04 – 2019.07
- Developed a **tile-based psychological horror game** using **Python** with the **PyGame** library which utilizes **Object Oriented Programming** to include 4 fully animated zombie species, 7 unique in-game items, 730K+ tiles of explorable areas, and 1 original soundtrack.

ACTIVITIES & INTERESTS

Lead software engineer of the FIRST robotics team 7022   2017.09 – 2019.06
- **Led a team of 4** in programming a robot in **Java** and coordinated with the electrical team, achieving a result of the **top 25% in the Ontario District** in 2018.

Core Member of the Math Contest Team   2015.09 – 2019.06
- Participated in school board (WCDSB)'s math competitions and awarded **champion 3 times**.

Speed Cubing & Puzzle Solving   2016.09 – Present
- Competed in multiple Rubik's Cube competitions and solved 3 by 3 cubes **under 12 seconds**.

EDUCATION

University of Waterloo   Waterloo, ON
Candidate for Bachelor of Software Engineering, 2A Software Engineering   2019.09 – Present