

Ryan Tang

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[github](#) | [linkedin](#)

EDUCATION

Bachelor of Science - Computer Science

Expected Graduation, Apr 2027

Wilfrid Laurier University

Waterloo, ON

- **Concentrations:** Software Engineering | Artificial Intelligence
- **Related Coursework:** Computing in Python | Data Structures and Algorithms | Object-Oriented Programming | Statistics and Applications | Discrete Mathematics

SKILLS

Programming Languages Python | Java | C# | C/C++ | HTML/CSS | Javascript | SQL
Technologies React.js | MATLAB | Microsoft Excel
Platforms Linux | MacOS | Windows

PROJECTS

Wrestling Team Manager

Jan 2023 - Apr 2023

- Developed Wrestling Team Manager, a wrestling team manager console application to streamline modifications and creation of teams
- Designed an intuitive wrestling team manager system with object-oriented programming, improving code organization and efficiency by **25%**
- Tested to support large amounts of data using minimum resources for **20+** teams
- Built using **C#** console app and object-oriented programming ensuring organized code, scalability and performance

Personal Website

Dec 2023 - Present

ryantng.ca

- Developed dynamic web application enabling a fast easy access professional portfolio
- Implemented text, components and images using **HTML/CSS** and **Javascript**
- Built with **HTML/CSS** and **Javascript** using Microsoft Visual Studio ensuring fast load times and scalability

Minecraft Plugin Development

Jan 2021 - Sep 2021

- Developed advanced Minecraft plugins to ease the gameplay of Minecraft players
- Integrated Minecraft commands to automate game tasks widely used for **1000+** users
- Built using **Java** and Minecraft Spigot API to ensure efficiency and performance

EXPERIENCE

City of Vaughan

July 2022 - Aug 2024

Lifeguard and Swim Instructor

Vaughan, ON

- Provided assistance to lifeguard team in fast pace environments attending to **20+** injuries
- Instructed **250+** children and led **2** leadership classes on swimming techniques and first aid
- Effective communication skills interacting with patrons and children with diverse age groups and individual needs to maintain high standard customer service

ACTIVITIES AND LEADERSHIP

Laurier Computing Society

Fall 2023 - Present

Member

Waterloo, ON

- Applying data structure and object-oriented skills in **Python**, **Java** and **C** to help **50+** students succeed in course work and exams
- Increased student involvement in events, competitions and workshops by **20%**

Computer Science Club

Sept 2022 - Apr 2023

Member

Thornhill, ON

- Utilized proficiency in **Python** and **C#** to aid in team projects, competitions and game development
- Gained data structure skills in **Python** to prepare for University of Waterloo Computing Competition
- Delivered custom made games using **C#** MonoGame framework in team projects and assignments