# Simeng Yang

simengyang.me

s275yang@uwaterloo.ca

simeng-yang

**L** +1 905 807-6948

## **Skills**

**Languages:** C/C++, Python, C#, JavaScript, HTML / CSS, Java, PHP, SQL, Scala

**Frameworks & Tools:** Unix/Linux, Node.js, React/Redux, Laravel, LAMP Stack, Unity, Git

# **Education**

**University of Waterloo** 

Bachelor of Computer Science Sep '16 - May '21 (Expected)

## **Coursework**

Data Structures & Algorithms Object-Oriented Programming Digital Computation

## **Awards**

Most Ambitious, Game Jam F '17 ECOO Semi-finalists, '15 & '16 Most Outstanding Army Cadet

## **Interests**

Swimming lengths Water polo (Medalists, '12 - '15) Steam trading (\$15,000+ CAD) Muay Thai (Thai boxing)

# **Experience**

## **Software Engineer**

Novus Health

Toronto, Ontario Jan '18 - Apr '18

- Implemented a dashboard for health assessments using React, reducing turnaround for publishing campaigns from hours to minutes
- Created several new APIs and refactored deprecated APIs for customer products and internal tools
- Composed and automated data import tools in PHP and SQL, decreasing the time to update records by 30%
- Developed a text-parsing engine for reading and writing files in Laravel

## **Software Developer**

Genesys Laboratories

Markham, Ontario

May '17 - Aug '17

- Engineered a media control suite for audio recording and playback in C++
- Extended support for next-generation audio codec, boosting sound quality by up to 50%
- Implemented unit tests for media encapsulation with Google Test on Linux and Windows

# **Projects**

#### **Student Management System**

git.io/vp49K

- Implemented a secure database to manage 1,000+ student records using LAMP Stack
- Designed robust input sanitation using error-handlers and regular expressions in PHP

#### Re-Vim'd

git.io/vpzdj

- Programmed a lightweight clone of the classic Vim editor in C++
- Replicated 40+ supported commands and enhancements, such as syntax-highlighting, regex search and linear history

### **3D Dogfighter**

**o** git.io/vp49M

- Developed a multiplayer aerial combat game in C# with Unity
- Integrated networking logic with match-making system for hosting 20+ concurrent users

#### **Fraud Detector**

git.io/vp49H

- Implemented an SVM in Python to identify fraudulent employees
- Tuned classification algorithm to achieve 85% accuracy on 14,000+ employee profiles