

Simeng Yang

🏠 simengyang.me

✉ s275yang@uwaterloo.ca

🌐 simeng-yang

☎ +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

🌐 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