

Haoji Tang

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SUMMARY OF QUALIFICATION

- **Languages:** Scala, Java, JavaScript, C/C++, C#, Bash, Racket/Scheme
- **Web Development:** HTML, CSS/LESS, jQuery, Backbone JS, Knockout JS, Ajax, JSON, Play Framework, Selenium test automation, integration test, PostgreSQL
- **Game Development:** Unity 3D, Photon Network, Google Cardboard VR for Android
- **Tools and Software:** Git, Mercurial, Jira, YourKit, IntelliJ IDEA, Eclipse, Android Studio, Visual Studio, pgAdmin

WORK EXPERIENCE

Visier Inc.
Software Developer (Co-op)

May 2016 – August 2016

- Designed and implemented new features for a business intelligence web application using HTML templates, jQuery, Knockout JS, Backbone JS, and Scala
- Improved back end performance and stability using debugger and YourKit profiler

Visier Inc.
Software Developer (Co-op)

September 2015 – December 2015

- Created Selenium automation tests as well as back end integration tests with Scala test framework
- Verified server side computed data correctness by faking a set of user data in Scala

RELEVANT PROJECTS

Multiplayer FPS Game

May 2016 – Present

- Designed a multiplayer first person shooting game using Unity5 3D engine and C# scripts
- Enhanced the gameplay with various first person and third person character animations and audio clips
- Extended the game to support online multiplayer synchronization on different clients with Photon Network
- Implemented local offline play with bots using AI

URL Shortener

July 2016

- Developed back end RESTful API and local database using Scala, Play Framework, Slick repository, and PostgreSQL
- Employed third party API to enhance hash shortening algorithm using Play web services and JSON

RecipeMate Android App (hackathon project)

March 2016

- Within 36 hour time restraint built an Android App from scratch that has functionality of storing and sharing recipes
- Gained experience of Java, Android SDK and Android Studio

Monopoly Game (school group project)

July 2015 – August 2015

- Implemented Monopoly game with basic graph display UI that supports up to 4 players and save/load game feature using C++
- Applied the OOP principles and software architecture learned in class, including MVC and Observer patterns

"Touhou Project" Game

December 2013 – April 2014

- Developed a Japanese-style space shooting game using Java and JFrame GUI

EDUCATION

University of Waterloo

September 2014 – Present

Computer Science Honours, Candidate for Bachelor of Computer Science

AWARDS

- Dean's Honours List
- Euclid Mathematics Contest Top 1%

University of Waterloo, April 2015 – Present
University of Waterloo, April 2014