

# Haoji Tang

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## SKILLS

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**Languages:** Java, Scala, Go, JavaScript, Python, C/C++, Bash

**Web Development:** React, Redux, Ember, jQuery, Backbone JS, Knockout JS

**Game Development:** Unity 3D, Photon Network, Google Cardboard VR

## EXPERIENCE

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**Uber Technologies**, Software Engineering Intern

09/2017 – 12/2017

- Integrated hourly forecast, weather and event annotation into the Uber Driver app to help drivers maximize their earning potential
  - Extended the hourly forecast data model from 24 hours to up to 48 hours to improve service reliability
  - Involved in end-to-end development and deployment lifecycle: project RFC, data pipeline, micro-services, API gateway, logging and monitoring, migration, web UI, user analytics, E2E testing, and feature experiment launch
- Go, Python (NumPy, pandas), Thrift IDL, TChannel, JavaScript (React, Redux), Grafana, ELK

**Sony Interactive Entertainment**, Software Engineering Intern

01/2017 – 04/2017

- Developed the next generation of cart engine and wallet transaction flow of the PlayStation web store
  - Implemented the telemetry system that monitors user facing errors on the web
  - Proposed client side architectural design to optimize dependencies and reusability
- JavaScript (Ember), Handlebars, SCSS, Git

**Visier**, Software Developer Intern

05/2016 – 08/2016

- Designed and implemented new features on a business intelligence web application for workforce planning
  - Improved back end performance and stability using debugger and YourKit profiler
- Scala (Play), PostgreSQL, JavaScript (jQuery, Knockout, Backbone), HTML, LESS

**Visier**, Software Developer Intern

09/2015 – 12/2015

- Created Selenium automation tests and back end integration tests
  - Wrote Bash script to merge two separate Mercurial repositories and automatically resolve merge conflicts
- Scala (Selenium, Play), Bash, Mercurial

## PROJECTS

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**Multiplayer FPS Game**

05/2016 – 08/2016

- Developed a first person shooting game that has AI bots using Unity5 3D engine and component based design
  - 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
- C#, Unity

**URL Shortener**

07/2016

- Built back end RESTful API and database as well as front end webpage that sends request
  - Employed third party API to enhance hash shortening algorithm using Play web services
- Scala (Play, Slick), PostgreSQL, JSON, JavaScript (jQuery, Knockout, Backbone), HTML, LESS

**RecipeMate Android App (hackathon project)**

03/2016

- Within 36 hour time restraint built an Android App from scratch that has functionality of creating and sharing recipes
- Java (Android)

## EDUCATION

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**University of Waterloo**

09/2014 – 04/2019

3B Computer Science Honours, Candidate for Bachelor of Computer Science

Dean's Honours List