

# 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**

Computer Science Honours, Candidate for Bachelor of Computer Science

**September 2014 – Present**

**Current semester GPA: 4.0**

## AWARDS

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

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