

# Haoji Tang

3A Computer Science ID: 20552837

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## SUMMARY OF QUALIFICATION

- **Languages:** Scala, JavaScript, TypeScript, C/C++, Java, C#, Unix Bash, Racket/Scheme
- **Web Development:** HTML, CSS/LESS, jQuery, Angular 2, Backbone JS, Knockout JS, Ajax, JSON, Play, Selenium, Unit/Integration test, Onion Architecture
- **Game Development:** Unity 3D, Photon Network, Google Cardboard VR
- **Tools and Software:** Git, Mercurial, Jira, IntelliJ IDEA, Eclipse, Android Studio, Unity 5, Visual Studio

## WORK EXPERIENCE

**Visier Inc.**  
**Software Developer (co-op)**

**September – December 2015, May 2016 – Present**

- Designed and implemented front-end features for business intelligence web application Workforce Planning using HTML templates, jQuery, Knockout JS, and Backbone JS
- Developed Selenium automation test for new features, as well as server side integration tests using fake data to validate forecast data correctness with Scala
- Refactored and improved the back-end performance and stability using Scala
- Wrote Bash script to solve merge conflicts in order to merge two separate Mercurial repositories

## 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 audios
- Extended the game to support online multiplayer synchronization in different clients with Photon Network
- Implemented local offline play with bots using AI
- Made the game scalable and maintainable using component-based design and git version control

**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

**MK Workshop Website**

**August 2012 – November 2012**

- Developed a professional photo gallery website template from scratch using HTML, CSS, jQuery, and Adobe Dreamweaver

## 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**