

Haoji Tang

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SKILLS

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

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

Tools: Git, Mercurial, JetBrains IDEs, PostgreSQL, TensorFlow, Unity 3D

EXPERIENCE

Uber Technologies, Software Engineering Intern

09/2017 – 12/2017

- Implemented an end-to-end project from scratch and integrated into the Uber Driver app to help drivers maximize their earning potential
- Extended the demand peak hour forecast data model from 24 hours to up to 48 hours to improve service reliability
- Set up Kafka topics for stream processing logs that are further consumed by Elastic Search engine for real-time logging and monitoring

Go, Python (NumPy, pandas), JavaScript (React, Redux), Cassandra, Thrift IDL, TChannel, Grafana, ELK, Kafka

Sony Interactive Entertainment, Software Engineering Intern

01/2017 – 04/2017

- Developed the new cart engine and wallet transaction flow of the PlayStation web store and reduced the loading time down to 2 seconds
- 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

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

- In 36 hours, built an Android App that has functionality of creating and sharing recipes

Java (Android)

EDUCATION

University of Waterloo

09/2014 – 04/2019

4A Computer Science Honours, Candidate for Bachelor of Computer Science

Dean's Honours List