

Haoji Tang

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SUMMARY OF QUALIFICATION

- **Languages:** Scala, Java, JavaScript, C/C++, Bash, Racket/Scheme
- **Web Development:** HTML, Handlebars, CSS/LESS/SCSS, jQuery, Ember, Backbone JS, Knockout JS, 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

Sony Interactive Entertainment Inc., Software Engineer **January 2017 – April 2017**

- Developed the next generation of cart engine and wallet transaction flow of the PlayStation web store using Ember JS and Handlebars
- Implemented the User Visual Error Reporting system that monitors user facing errors in production
- Proposed client side architectural design to optimize dependencies and reusability through RFCs and code review

Visier Inc., Software Developer **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
- Participated in daily code review, weekly design review, and sprint planning in the scrum team

Visier Inc., Software Developer **September 2015 – December 2015**

- Created Selenium automation tests and 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 – August 2016**

- 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 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

EDUCATION

University of Waterloo **September 2014 – Present**
Computer Science Honours, Candidate for Bachelor of Computer Science **GPA: 3.96**

AWARDS

- Dean's Honours List **University of Waterloo, April 2015 – Present**
- Euclid Mathematics Contest Top 1% **University of Waterloo, April 2014**