# Haoji Tang

3A    Computer Science    Student ID: 20552837

http://tanghaoji.github.io      (604) 366-0523 / (519) 497-7384      hj2tang@uwaterloo.ca

## 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, Unit/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, Unity 5, Visual Studio

## WORK EXPERIENCE

**Visier Inc.**                                          **September – December 2015, May – August 2016**
**Software Developer (Co-op)**

- Designed and implemented new features for a business intelligence web application using HTML templates, jQuery, Knockout JS, Backbone JS, and Scala
- Created Selenium automation tests, as well as server side integration tests with Scala test framework
- Improved back end performance and stability using debugger and YourKit profiler

## RELEVANT PROJECTS

**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

**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

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

## EDUCATION

**University of Waterloo**                                              **September 2014 – Present**
Computer Science Honours, Candidate for Bachelor of Computer Science        **Current semester GPA: 4.0**

## AWARDS

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