

Haoji Tang

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SUMMARY OF QUALIFICATION

- Programming experience with Racket/Scheme, Unix BASH Script, C, C++, Java and Scala
- Familiar with HTML5, CSS/LESS, JavaScript, jQuery, Backbone JS, Knockout JS: two year website development experience and currently developing web application
- Proficient in various development tools and frameworks: Eclipse, IntelliJ IDEA, Git, Mercurial, Play and Selenium
- Outstanding ability to work efficiently and independently, as well as part of a team: experience working in scrum-based development environment
- Committed to exhibiting flexibility and adaptability towards learning new skills quickly and professionally

WORK EXPERIENCE

Visier Inc. **September 2015 – Present**
Junior Software Developer (co-op)

- Using JavaScript and Scala, developed a business intelligence web application for workforce analysis and planning that has over 50 customers including Yahoo, Electronic Arts and Nissan
- Responsible for the feature development and functional testing for both front end and back end as well as the development of the test infrastructure
- Worked in a scrum-based development environment, and attended weekly team meetings to demonstrate new developed features of the product

Oscar Shi Photography ULC. **August 2012 – 2014**
Website Developer

- Strong UI design skills displayed in the use of software (Adobe Dreamweaver, Photoshop) and online tools (WordPress) to develop websites and upload photos to the server
- Dedicated to supporting continuous maintenance and improvement of the websites by discussing with other team members, and contributing ideas
- Exhibits strong self-learning and research skills to get adapt to different website development environments and maintenance tools

RELEVANT PROJECTS

Monopoly Game (school group project) **July 2014 – August 2015**

- Implemented Monopoly game with basic graph display UI that supports multi-person play and save/load game feature using C++
- Applied the design patterns 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 by Java
- Familiar with JFrame GUI design and Object-oriented Programming

MK Workshop Website **August 2012 – November 2012**

- Developed a professional website template using HTML, CSS, and jQuery from scratch for the photographer Oscar Shi to exhibit photo galleries
- Self-learned HTML, CSS, JavaScript, Flash, and Adobe software

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 for the winter 2015 term **University of Waterloo, April 2015**
- Euclid Mathematics Contest Top 1% **University of Waterloo, April 2014**