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
Game Development: Unity 3D, Photon Network, Google Cardboard VR

EXPERIENCE

Uber Technologies, Software Engineering Intern   09/2017 – 12/2017
- Integrated hourly forecast, weather and event annotation into the Uber Driver app to help driver maximize their earning potential
- Extended the hourly forecast data model from 24 hours up to 48 hours to improve service reliability
- Involved in end-to-end development and deployment lifecycle: project RFC, data pipeline, micro-services, API gateway, logging and monitoring, migration, web UI, user analytics, E2E testing, and feature experiment launch
Go, Python (NumPy, pandas), Thrift IDL, JavaScript (React, Redux), Grafana, ELK

Sony Interactive Entertainment, Software Engineering Intern   01/2017 – 04/2017
- Developed the next generation of cart engine and wallet transaction flow of the PlayStation web store
- 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
- Within 36 hour time restraint built an Android App from scratch that has functionality of creating and sharing recipes
Java (Android)

EDUCATION

University of Waterloo   09/2014 – 04/2019
3B Computer Science Honours, Candidate for Bachelor of Computer Science
Dean's Honours List