

Alex Xie

SOFTWARE DEVELOPER · STUDENT

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Summary of Qualifications

- Motivated at programming, inspired by understanding business logic in various fields and translate them into computer programs.
- Technical agility, demonstrated by adapting to new technologies swiftly by integrating knowledges gained from experiences with similar technologies.
- Excellent problem-solving skills, good at acquiring solutions by finding similar situations and communicating the problem to senior developers. Well aware of when and how to switch from independent work to team work in order to effectively solve the problem.
- Creative, willing to explore technologies beyond imagination, shown by participating in game projects and sharing thoughtful ideas on game contents to improve game playability.

Skills

Programming basics
Runtimes and Frameworks

C/C++, C#, PHP, TypeScript, HTML&CSS, SQL
.NET, Node.js, React, Material-UI, jQuery, Jest, Cucumber.js, Selenium, NestJS, Google Test
Visual Studio, Linux bash, Git/GitHub, Unit Testing, Docker, Postman, Unity, Azure Dev-ops, MATLAB, Jira

Work Experience

Fundscraper Capital Inc.

Toronto, ON

FULL STACK DEVELOPER

Sep, 2021 - Dec, 2021

- Provisioned a way of generalizing and customizing frontend UI components based on object-oriented React.
- Maintained part of the site's automated tests on a daily bases, using data isolation and validation to reduce test fragility.
- Developed a full procedure of checking sanction status on the site's customers from fetching and parsing the list to store in our database (with PHP and MS SQL Server through SSMS) to comparing our customers to the sanction list and displaying the suspects.
- Migrated some essential business logic from the current PHP code base to the company's new React application.

Indie Travel

Toronto, ON

SOFTWARE DEVELOPER

Jan, 2021 - April, 2021

- Built the user interface for the web app's onboarding pages using React and Material-UI.
- Programmed a tool in the app's front-end to enable user to interact with another tour provider's application. Coded and tested the calls to the target application's api using asynchronous JavaScript and Postman.
- Implemented user avatar system using Amazon S3 services.
- Structured the user help center using Ghost CMS and docker.

Project Experience

Dreamy Duels

Online

UNITY/C# PROGRAMMER

July, 2020 - present

- Outlined and realized the action value evaluating standard for the game's AI, enabling it to be able to adapt to continuously increasing game content (cards) without specific configuration.
- Collaborated with other developers and designers to enrich playable content in the game.
- Designed generalized unit test cases based on bugs reported by players in pursuit of game reliability and pre-release fault prevention.
- Refactored part of the project to allow higher code re-usability and a player programmable editor. Contributions involve defining/implementing unit operations and effects in the game and replacing the code for previously hard-coded cards with unit functions.

Education

University of Waterloo

Waterloo, ON

CANDIDATE FOR BACHELOR OF APPLIED SCIENCE IN COMPUTER ENGINEERING

Sep. 2019 - present

- Relevant courses: Algorithms and Data Structures, System Programming and Concurrency
- Relevant project: Multi-threaded Web Crawler, Minimum Spanning Tree