Alex (Pingchuan) Xie

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# SUMMARY OF QUALIFICATIONS

* + Proficient programming skills, gained from project experiences (Co-op experience, Course work, online projects, and participation in developer groups).
  + Exceptional self-learning skills, self-learning multiple programming skills (C#, Unity, Linux, Git, Google test) from online tutorials, official documentations, and tool books.
  + Technical agility, demonstrated by adapting to new technologies swiftly by integrating knowledges gained from experiences with similar technologies.
  + 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

### **Programing languages** C#, C/C++, Java, JavaScript, HTML&CSS

### **Frameworks** React, Material-UI, Django-REST, Google test

### **Other** Git/GitHub, Unit Testing, Docker, Postman, Unity, Jira, MATLAB, Linux, Microsoft Office, JetBrains IDEs

# EDUCATION

### **Candidate for Bachelor of Applied Science in Engineering**

### Computer Engineering, University of Waterloo, Waterloo, ON *Sep 2019-present*

* + Relevant courses: Algorithms and Data Structures, System Programming and Concurrency
  + **Relevant project: ACB reporting for ETFs generator**
    - Developed two classes in a list-like structure, implemented functions to operate with input files and designed the algorithm to process the data.
    - Used google test framework to write unit tests and achieved the task more efficiently.

# PROJECT EXPERIENCE

### **Indie Travel**

Software developer, Online, Oakville, ON *Jan 2021-April 2021*

* + Built the user interface for the web app’s onboarding pages using React and Material-UI.
  + Integrated with a tour provider’s API using Postman and coded the front-end functions to allow easy interactions with the tour provider’s services for users.
  + Implemented user avatar system using Amazon S3 services.
  + Structured the user help center using Ghost CMS and docker.

### **Dreamy Duels (strategy card game)**

Software developer, Online *July 2020-present*

* + Refactored part of the project to enable higher complexity and future development.
  + Optimized code fragments for performance, code clarity and reusability.
  + Developed the action value evaluating standard for the game’s AI.
  + Collaborated with other developers and designers to enrich game content by adding cards to our collection.
  + Designed unit test cases based on bugs reported by players and fixed the bugs.

### **EV3 Robotic**

Renison University College, Waterloo, ON *Jul 2019-Aug 2019*

* + Designed and built a EV3 Robot based on tasks given as the main builder in a team of three.
  + Collaborated with other team members and successfully enabled the robot to fulfill the required assignments.

# OTHER EXPERIENCE

### **BASE program**

#### Peer mentor, Renison University College, Waterloo, ON Sep 2020-Oct 2020

* Completed 15 hours of volunteering connecting with mentees.
* Remotely supported future students at University of Waterloo to help them with their academic concerns and helped them build confidence.