INSTITUTE FOR
CO-OPERATIVE EDUCATION

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LinkedIn • GitHub

SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems | Windows • Linux • Mac

Applications | Word • Excel • PowerPoint • LaTeX

Programming | C++ • Java • JavaScript • HTML • CSS • Node.js • React • C# • Python(beginner) • C(beginner) • MATLAB

Platforms | Figma • Visual Studio • Visual Studio Code • IntelliJ • GitHub • Blender • AnyLogic • Android Studio • Arduino • Azure • SQL

Methodologies | Agile and Scrum • Agent-based and discrete event simulations

Languages | English|Spoken & Written – fluent • Ukrainian|Spoken & Written – native • Russian|Spoken & Written – native• French|Spoken & Written – beginner

EDUCATION

Bachelor of Engineering – Computer Engineering Co-op **2020 - 2026 (Expected)**
Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Started as Certificate in Science Foundations
- Relevant Courses: Software Process, Operating Systems, Data Structures and Algorithms
- GPA 3.44

DEC in Visual Arts **2018-2020**
Dawson College, Montreal, QC

- 35.33 credits completed

WORK EXPERIENCE

Teaching Assistant, Operating Systems **September 2024-December 2024**
Concordia University, Montreal, QC

- Conducted 50 minutes tutorial sessions two times a week.
- Led tutorials and facilitated discussions on the core concepts of operating systems and C language.
- Answered questions via email and in-person about the course material.
- Monitored students' progress and ensured that students understand the material of the course.

Teaching Assistant, Object Oriented Programming II **July 2024-August 2024**
Concordia University, Montreal, QC

- Planned and conducted 1 hour 40 minutes tutorial sessions two times a week.
- Taught tutorials on the fundamentals of object-oriented programming to students using JAVA.
- Created supplementary slides with coding examples to help students gain deeper understanding of the OOP concepts and prepare for assignments.
- Answered questions via email and in-person about OOP concepts and the course material.
- Adapted the tutorial slides to address the concepts students found more challenging.

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NSERC Undergraduate Student Research Award (2024) **May 2024-August 2024**
Concordia University, Montreal, QC

- Used AnyLogic simulation software to design, develop and simulate systems for multiple projects.
- Collaborated with the team to develop a simulation model in AnyLogic to simulate driver behaviour in mobility on-demand system.
- Documented the process of developing the simulation model of the ride-hailing system.
- Partnered with Next-Generation Cities Institute to work on CITYPlayer game with a focus on integrating Unity with AnyLogic to enhance simulation capabilities.
- Designed and implemented a simulation model of a bus to simulate bus-pedestrians' interactions and traffic dynamics.
- Gained hands-on experience with agent-based modeling, discrete event simulation and system dynamics.

NSERC Undergraduate Student Research Award (2023) **May 2023-August 2023**
Concordia University, Montreal, QC

- Collaborated with a team to work on a Matching Software System for Supplemental Nurse Staffing.
- Gained experience using Azure Cloud Services.
- Enhanced front-end development skills through the design and implementation of the laboratory's website: https://chunwang.ca/ .
- Practiced working with MySQL databases and Node.js for the server-side development.

Research Assistant **June 2022-August 2022**
Concordia University, Montreal, QC

- Tasked with designing and implementing web interfaces for mobile and web applications for mobility on demand simulations.
- Gained hands-on experience in front-end development.
- Designed and implemented responsive web pages with HTML, CSS, JavaScript and React.

PROJECTS

Autonomous Hovercraft (Academic) Video **September 2023-December 2023**

- The project's goal was to build an autonomous hovercraft that can navigate a specified course and avoid obstacles using the inputs from external sensors.
- Collaborated with a team of 4 people to build the hovercraft model using components like fans, batteries, sensors and other available materials.
- The team used Arduino software to program the microcontroller of the hovercraft.
- The final model of the hovercraft was able to detect and avoid walls and hover over the floor obstacles.

NFT Project "Cozy Space CNFT" (Personal) https://cozytokens.io/ **2021-2022**

- The project's focus is on minting and distribution of non-fungible tokens on Cardano blockchain.
- One of the main goals is to introduce more people to NFTs on Cardano.
- The outcome of the project was the distribution of around 700 tokens among the users using blockchain technology.

INTERESTS

Sports	Running, Cycling, Gym training, Swimming, Badminton
Passions	Oil painting, Digital art and animation, Video games, Reading, DIY, Gardening, Interior design, Photography, Learning Languages, Robotics