**Ken (Minqi) Wang**

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647-895-4156

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**Education & Skills**

**University of Toronto Scarborough** 2015- Present

Specialist in Computer Science Co-op Program-Software Engineering Stream

Candidate, Bachelor of Science, third year, CGPA 3.86/4.00

**Programming skills and Relevant Courses**

* Software Design (Java, Android)
* Introduction to computer science (Python)
* Introduction to Databases and Web Applications (SQL, HTML5, CSS, PHP, JavaScript)
* Software Tools and Systems Programming (C)
* Design and Analysis of Data Structures

**Awards and Achievements**

* E-Fund Upper Year Scholarship of CAD 5,000 2016

**Other Skills**

* Excellent logical & quantitative reasoning skills & math skills
* Fast learner; self-driven; team player
* GitHub link: https://github.com/MinqiWang

**Relevant Experience & Projects**

**UTSCode (UTSC’s first annual coding competition)** March 17, 2017

* Algorithm questions (e.g. a question about BST (breadth first search)) like challenge problems from ACM (Association for Computing Machinery) World Finals
* Result: 4th position out of approximately 20 teams (mostly team of 3), team of 2, solved 5 problems in Python (1st team of 3 solved 6 problems)

**Microsoft Coding Challenge** January 18, 2017

* String operations–based logical puzzles
* Result: 5th position out of approximately 20 teams (mostly team of 3), team of 2, solved 8 problems in Python (1st team of 3 solved 12 problems

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**Book Selling Platform (Group of 5)** May 2017 – August 2017 (Not finished yet)

Course CSCC01 – Introduction to Software Engineering

* Created a website for online communication between book sellers and buyers
* Used Node.js (with express framework) to establish the server; Used Nedb (an open source database on GitHub) to store data
* Followed Agile Scrum workflow, MVC design pattern

**File Synchronization Program (Group of 2)** January 2017 – April 2017

Course CSCB09 – Software Tools and Systems Programming

* Created a C program to transmit regular files, hard links and directories between machines through the Internet
* Used system calls to open (and loop) local files, links and directories and then established both sockets for the client and the server to transmit data (Result: Can transmit a large (e.g. 20GB) folder of audio files successfully)
* Approximately 80% of code was done by myself and my partner helped me test & debug
* Grade: 85%

**Ticket Booking Application (Group of 3)** September 2016 – December 2016

Course CSCB07 – Software Design

* Using Java for back-end, following the procedure of design (by UML), implementation (back-end 🡪 front-end) and test, created an Android application for virtual ticket booking
* Functionalities of app: creating client & administrator accounts, users searching for & viewing & booking flights(itineraries), administrator updating information of single flight & booking flights for clients & uploading information of flights from flies (.txt)
* My job: Organized the time and content of weekly (or weekly twice) planning/status meeting, completed 90% of front-end code while engaging in back-end implementation, checked readability & efficiency of code periodically.
* Grade: 85%

**2D Vacuum Cleaner Game(Individual)** September 2016 – December 2016

Course CSCB07 – Software Design

* Used Java, completed a simple 2 player vacuum cleaner game (GUI part provided by the instructor)
* Functionalities of game: 2 vacuum moving up, down, left, right controlled by keyboard, vacuum collecting dust, scoreboard, dust balls moving pseudo-randomly & generating dust, walls blocking roads, dumpster cleaning vacuum
* Grade: 100%