

VICTOR WEI

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TECHNICAL SKILLS

Languages: Javascript, HTML/CSS, Python, C, C++, Bash

Developer Tools: Linux, Git, VS Code, Sublime Text, Vim, Amazon Web Services, Firebase

Technologies/Frameworks: MongoDB, Express, React, Node.js, jQuery, Three.js, Socket.io

EXPERIENCE

ML Software Engineer | *Mitra Biotechnologies*

July 2021 – Present

- Optimized a convolutional neural network to predict potential heart diseases in patients.
- Currently working on implementing the solution within a Doctor-to-Patient app to allow doctors and patients to track their progress.

Programming Teacher | *Grand River Chinese School*

Sep 2020 – Jun 2021

- Delivered in-person and virtual lessons on easy-to-learn programming languages (HTML, Python, Javascript).
- Guided students to apply their learned knowledge to create their own engaging applications.
- Assigned class work whilst monitoring students on their progress throughout the course.

Assistant Math Instructor | *Kumon*

Sep 2019 – Jun 2021

- Tutored students ages 3 to 17 in the Ontario math curriculum.
- Assisted students by providing useful tips and thoroughly explaining problems and solutions.
- Graded student's assignments and homework and report on their progress

Camp Counsellor | *University of Waterloo*

July 2019 – Aug 2019

- Led the STEM-focused summer camp program at the University of Waterloo for children ages 5 to 8.
- Held responsibility for camper engagement and safety at all times.
- Prepared and delivered appropriate camp activities in the STEM field including circuit making, chemistry experiments, and squid dissection.

PROJECTS

BlockCraft | *Javascript, Three.js, Socket.io*

Mar 2020 – Nov 2020

- Developed a voxel sandbox game on the browser using Three.js to recreate the popular sandbox game Minecraft.
- Implemented a Node.js backend server with Socket.io to support multiplayer functionality, world synchronization and procedural terrain generation.
- Created a Linux virtual server running on AWS to scale the server to support over 50 concurrent users.
- Marketed the game over several social media platforms, gathering over 100 unique monthly users

QuickMark | *MEAN Stack, OpenCV*

Jan 2021

- Built a web app that automatically crops assignment questions using OpenCV which enables teachers to streamline the marking of assignments.
- Collaborated with three other people over a period of 36 hours and achieved the finalist award of the Hack the North 2020++ hackathon.

AirFlip | *TensorFlow, MoveNet*

Aug 2021

- Created a touchless PDF page-flipper web application using JavaScript and TensorFlow to give more seamless methods to flip through documents.
- Utilized the MoveNet pose detection model and a custom-built feed-forward neural network to track the user's key facial points and predict the correct timing to flip pages.
- Co-led the hackathon project and achieved the finalist award of the Hack the North 2021.

AWARDS

Schulich Leader Nominee | *Nominated as the top candidate in my graduating class*

Jan 2021

KW Record Award | *Selected for excellence in academic performance and extracurricular contributions.*

Jun 2021

Lanxess Canada Scholarship

July 2021

Software Engineering Entrance Scholarship

Apr 2021

EDUCATION

Bachelor of Software Engineering | *University of Waterloo*

Sep 2021 – Apr 2026