
Vincent Wan

(973) 991-7944

v4wan@uwaterloo.ca

[GitHub](#)

[Linkedin](#)

[My Website](#)

Relevant Skills

- **Languages:** C++, C, C#, Python, Java, HTML, CSS, JavaScript, SQL, Racket, Kotlin, Octave/MATLAB, R, Bash, PHP
- **Frameworks/Technologies:** React, Redux, Node, .NET, WinForms, jQuery, Unity, Microsoft Azure, Linux, Excel, Git, XAMPP, MySQL, Tracker, Automation Studio

Work Experience

Software Developer Intern, ATS Corporation

Cambridge, ON, January - April 2023

- Created a user-friendly Python interface for the simulated PLC utilizing byte manipulation in shared memory, enabling clients to program and display real-time statistics through a cross-platform GUI toolkit, thereby significantly increasing the simulation software's functionalities.
- Manually verified servo delay of 7.6 milliseconds by recording shuttle and servo positions and velocities at various master speeds using a high-speed camera and physics modeling tool (Tracker), and determining if the data suggests a linear correlation, enhancing my proficiency in data analysis.
- Replaced all "pallet" strings in the simulation software with "shuttle" through cross-team collaboration, including contacting other teams for source files and software to generate diagrams and gifs, thus saving 2 weeks' worth of work time for the software team.

Software Developer and Design Intern, Yuja Inc.

Toronto, ON, May - August 2022

- Developed new features for their Video Conference service such as whiteboard color and highlighting options, emoji reactions to messages, and a permissions dialog, using Java, React, and Redux, increasing customer satisfaction.
- Ensured that the Video Conference service followed ARIA accessibility standards by using HTML, CSS, and JavaScript, to make content aria-labeled, tab accessible, and styled to meet the Web Content Accessibility Guidelines (WCAG).
- Improved my workplace communication skills by closely working with the QA team to fix bugs and successfully release new features that complied with the performance and design expectations of customers.

Project Team Member, Microsoft - Azure & AI Fundamentals, WE Accelerate Program

Waterloo, ON (remote, project-based experience), May - August 2021

- Led and fostered a dynamic team of four interns by taking initiative during meetings and making sure everyone stayed on track, gaining valuable leadership and management skills.
- Perfected my design thinking skills by conducting research, brainstorming, and collaborating with my team to create a project addressing a solution for the lack of individualized evaluation resources for assistive devices.
- Completed certifications for Microsoft Azure Fundamentals and Microsoft Azure AI Fundamentals from taking their online learning paths consisting of approximately 100 hours of content and diligent studying, as a result benefitting my project component.

Projects

AGL Summer Game Jam 2022: Perfect Fit

June 2022

- Worked with two team members to design a game inspired by the game show "Hole in the Wall".
- Created the main menu and game logic, including how the wall moves and the scoring system, using the Unity Game Engine and C# scripts.

Education

University of Waterloo - Candidate for Bachelor of Computer Science, 3B - Cumulative Average: 92.67%

September 2020 - 2025