# Vincent Wan

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## 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, 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 enhancing 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, and determining if the data suggests a linear correlation.
- Replaced all "pallet" strings in the simulation software and documentation with "shuttle" through cross-team collaboration, including contacting other teams to provide source files and software for generating the 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