Wen Wang

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EDUCATION

UNIVERSITY OF TORONTO
BS in Computer Science and Statistics
Sep 2017 - Expected May 2021
Awards: Dean's List
CGPA: 3.7/4

COURSEWORK

COMPLETED
Operating Systems
Algo Design & Analysis
Introduction to Machine Learning
Neural Networks and Deep Learning
Software Tools and Systems Programming
Probability with Computer Applications
Software Design
Calculus II
Data Structures and Analysis
Programming on the Web
Introduction to Databases
Statistics for Computer Scientists

IN-PROGRESS
Probability
Methods of Data Analysis I
Surveys, Sampling and Observational Data
Introduction to Artificial Intelligence
Methods of Data Analysis II
Design and Analysis of Experiments
Stat Methods for Machine Learning II
Social and Information Networks
Introduction to Ordinary Differential Equations

SKILLS

PROGRAMMING LANGUAGES:
Python • C • Java • JavaScript • HTML5 • CSS • LaTeX

DATABASES:
MongoDB • SQL • PostgreSQL

WORK EXPERIENCE

AUTOMATION DEVELOPER   Ministry of Education
Summer 2019 - Summer 2020
- Automated and refactored Functional Test Cases/Test Scenarios of CCLS for Ministry of Education using HP-UFT.
- Executed Functional, Regression, Sanity as well as Smoke test Cycles.
- Defect Logging as well as re-verification.
- Assisted teammates with queries, licences and applications to speed up the manual test cycle.
- Cooperated with colleagues to defect and report daily status to manager.
- Tools: HP-UFT, HP-ALM, JIRA

OTHER EXPERIENCE

LEAD DEVELOPER | Team Project | U of T
summer 2020
- Designed data structures and built an extent-based simple file system which supports the operations: mkfs, mkdir, rmdir, create, unlink, stat, truncate, read and write.
- Implemented a message queue with I/O multiplexing functionality by using locks and condition variables.
- Implemented virtual-to-physical address translation and demand paging using a two-level page table and the page replacement algorithms: FIFO, Clock, exact LRU.
- Tools: C, gdb, Visual Studio Code

LEAD DEVELOPER | Course Project | U of T
Winter 2018
- Wrote a simple parallel query engine using fork and pipes to communicate between parents and several children through read and write and debugged using gdb.
- Built an online Help Center System in U of T between TA and students using Network Sockets and got a 90% mark.
- Tools: C, gdb

LEAD DEVELOPER | Team Project | U of T
Summer 2018
- Lead a team of 4 developers to build a transportation system modelling the TTC
- Ensured the success of the team by encouraging clear communication and collaboration with the proper use of Git and version control.
- Responsible for the design and implementation of the graphical frontend using JavaFX.
- Tools: Java, Git, IntelliJ

PRINCIPAL DEVELOPER | Course Project | U of T
Fall 2018
- Created a basic AI to play Stonehenge and Subtract Square games using recursive and iterative algorithms, such as the minimax strategy.
- Tools: Python, PyCharm, Python Debugger