

WILLIAM WANG

@ wwang1382@gmail.com

☎ (+1) 514 718 0548

in linkedin.com/in/william-wang1382/

📍 Montreal, Canada

GitHub: <https://github.com/williamwang1382>

EDUCATION

🎓 Year 3, Software Engineering Undergraduate
McGill University , Montreal, Canada

Relevant Coursework :

- **Artificial Intelligence:** search methods, planning and decision making under uncertainty, Introduction to machine learning.
- **Database Systems:** SQL, database application programming, access control, transactions, concurrency control, recovery, query execution and optimization.
- **Operating Systems:** resource allocation, dispatching, processors, storage management, batch processing, multithreading, GitLab.
- **Software Design :** Advanced Java, functional programming, metaprogramming, design patterns and unit testing.
- **Data Structures, Object-Oriented Design, Algorithm Efficiency Analysis**
- **Unix/Linux tools and utilities, Shell scripting, System calls and libraries, Debugging and testing**

🎓 DEC in Computer Science and Mathematics
Champlain College, Saint-Lambert, Canada

RECENT PROJECTS

- **Instant Health Check:** Developed a website that utilizes the NLP API in Python from Co:here. The NLP was trained with symptom examples for illnesses and process sentences describing symptoms to then provide the most probable illness associated with the symptoms. The front end of the website was developed with HTML and Javascript to create a user interface.
- **Football Game :** Developed a player versus player football game with Java and JavaFX. The Graphical interface uses FXML files created with the application SceneBuilder. The game has multiple menus for both character selection and game mode selection.
- **Simplified Shell :** Developed a simplified shell in C which includes basic functionalities such as script execution and directory navigation. It implements a multithreaded scheduler with policies for shortest job, round-robin, FCFS and Aging. The shell memory is implemented with demand paging.
- **Football Tournament Database :** Designed and Created a simplified football tournament database with IBM DB2. The database contains realistic information about the tournament, the participants and the tickets. A Java program was developed afterwards to create a simple UI where a user can request useful statistics or information about certain matches or players.
- **FPS Shooter Game:** Developed a first person shooter game with Unity. Designed scripts for movement, collisions and projectile behavior
- **Bokeh Dashboard, Analyzing NYC Resident Complaints:** Utilized a dataset containing complaints made by residents of New York City to create a Bokeh dashboard, enabling the identification of service discrepancies across zip codes. The project was developed on an AWS EC2 instance, the dataset was processed and analyzed using Jupyter and the dashboard was made using Bokeh. The dashboard was made accessible via a custom port with the EC2 instance's IP address.

SKILLS & STRENGTHS

Java Python MIPS Assembly
C Bash Unix Shell
Shell Scripts JavaScript HTML
JSON OCaml Git JUnit
DB2 PostgreSQL Unity CSS
C#

Quick Learner Team Player
Problem Solver Open Minded

LANGUAGES

English ★★★★★

French ★★★★★

CERTIFICATIONS

- 🌟 **LinkedIn Learning Python for Data Science:**
Learning Python, Python Training, Python Standard Library Introduction, Intro to Python Packages
- 🌟 **Udemy Javascript Basics for Beginners**