WILLIAM YE

1B COMPUTER SCIENCE

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SKILLS

- Known languages: Java, Python, C, Scheme(Racket)
- Currently learning: HTML/CSS
- Tools: Netbeans IDE, Sublime text, Microsoft Office(Word, PowerPoint, Excel)
- Developed teamwork and leadership skills by being an instructor at an air cadet field training exercise

PROJECTS

Iris Flower Classifier

- Used **Python** and **machine learning** concepts to create a program that predicts the class of an Iris species
- Utilized the **Pandas library** to load and read the dataset of the stem lengths and widths of Iris flowers
- Separated out a validation dataset and set-up the test harness to use **10-fold cross validation** to train the program
- Used the **K-Nearest Neighbours algorithm** to make the predictions on the validation dataset

Space invaders

- Built a space invaders game using **Python** with the **Pygame library** which was played by multiple test users
- Used **object-oriented programming paradigms** to simultaneously prevent code redundancy and to create the ability to loop and reset games when they end
- Currently working to increase playability by implementing a points system and various levels of difficulty.

Tic-Tac-Toe game

- Created a basic two player tic-tac-toe game with **Java** that can be played in the netbeans console
- Used objects and methods to create many features of the game such as the playing board

VOLUNTEERING

Air Cadet Field Training Excercise · Instructor

Apr. 2017 to May 2017

- Collaborated with other instructors to design training methods for a group of thirty cadets
- Demonstrated leadership skills by conducting lessons teaching cadets survival skills in the forest

AWARDS

Top 25% score on Euclid math contest

University of Waterloo President's Scholarship of Distinction (95%+ entrance average)

Top 10 oral and test score at DECA Regionals

4 year service medal from Air Cadets

EDUCATION

University of Waterloo · Sept. 2018 to Current

Candidate For Bachelor Of Computer Science

1B Computer Science

Relevant coursework: Designing Functional Programs (Recursion, scope, data structures such as linked lists, binary trees, graphs), Elementary Algorithms and Data Abstraction In-Progress (Pointers, efficiency, dynamic memory)