CHENYAO YANG

Computer Science, Honours, Regular program | University of Waterloo ID# 20510283
randyyang@live.com | (519) 781-3710
741 Karlsfeld Rd, Waterloo, ON, Canada N2T 2W9

SUMMARY OF QUALIFICATIONS

Programming:	JAVA	C	C++	µC++	OpenGL	Latex
	MATLAB	SQL	JavaScript	LUA	HTML	Python
	SCHEME	BASH	Shell	Git	Photoshop	Blender

- Familiarity with data structure, various algorithm and automata theory
- Good experience with rendering computer graphic via interactive, ray tracing and radiosity
- Excellent algorithm design skills and good problem solving skills
- Good at combinatorics and optimization
- Good teamwork and communication skills
- Creative thinking and enjoy to making fun stuff
- Professional software documentation, implementation, and testing skills
- Intermediate economic knowledge in both micro and macro
- Good picture drawing and designing skills

EDUCATION

Candidate for Bachelor of Computer Science, Combinatorics and Optimization Minor
Computer Science, Honours, Regular Program, University of Waterloo, Waterloo, Ontario
September 2013 – present   Class of 2017

Relevant Project

"RPC" – Use C++ to implement the RPC and Binder in group of two   Jul 2017(Fall 2017)
- Use Dynamic Binder to connect multiple Server and multiple Client

"Basketball Shooting Game" - A C++ graphical game based on OpenGL   April 2017(Winter 2017)
- Focus on 3d rendering effect such as shadow, particle system, and skybox

"Ray Tracing Project" – A ray tracing program that able to render shadow, reflection, refraction and others   Mar 2017(Winter 2017)
- With anti-alias optimized

"Concession Service" – A concurrent and parallel system that have interactions among tasks   Nov 2016(Winter 2016)
- Handle asynchronous problem
- Implement parallel operations through futures

"Natural Language Generation" – an OWL language about Harry Potter world   Nov 2016(Winter 2016)
- Generate human like language based on data

"Router" - write a program to find shortest routing path on network   Nov 2016(Fall 2016)

"Arkanoid Battle" Android game – Remote battle game   May 2016(Spring 2016)
- made by group of four
- OOP model on all object
- Smart AI enemy

"OS161" (Operating system) - Focus on Multi-Thread, program running and memory management   Feb 2016(Winter 2016)
- 32bits MIPS system supporting multiple processors

"WLP4 Compiler" - write a simple version of C++ compiler   Oct 2015(FALL 2015)

"Chamber Crawler" (C++ project) – A genre of video game based upon the game Rough   July 2015(Spring 2015)
- Run on terminal and no GUI

Relevant Course

Computer Graphics	Algorithm design and analysis	Operating Systems
Distributed System	Computer Network	Object-Oriented Software Development(OOD)
Artificial Intelligence	Concurrent and Parallel Programming	Computational discrete optimization
Database management	Network flow	Software Design and Architecture
Numerical computation	Data Structures and Data Management	Elementary Algorithm Design & Data Abstraction
Design Functional Programs	Computer Organization and Design	Foundations of Sequential Programs

VOLUNTEER & WORKING EXPERIENCE

Application Engineer, TCL Corporation, Nanshan, Shenzhen, China   Mar 2015 – May 2015
Two weeks android development training
- Fixing android tablet bugs
- Familiarity with android APIs
- Learning Mobile phone and Tablet development process

Computer Science Tutor   Jan 2014 – April 2014
- Helping University of Waterloo student learning Scheme

ACTIVITIES & INTERESTS

Radio KWChaneelOne (online radio) DJ and technical assistance (Sept 2014 – Dec 2014)

Basketball Nine times University of Waterloo Intramural Basketball Team captain and two times champion (Jan 2014 – present)