CHENYAO YANG

Computer Science, Honours, Regular program ✣ University of Waterloo ✣ ID# 20510283
cyyang.info

↓ SKILLS ↓

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

↓ EDUCATION ↓

University of Waterloo

Candidate for Bachelor of Computer Science, Combinatorics and Optimization Minor
Computer Science, Honours, Regular Program, University of Waterloo, Waterloo, Ontario — Class of 2017

↓ EXPERIENCE ↓

Full-Stack Programmer, Rhino Active, London, Ontario, Canada — Feb 2017 – Now

- Familiarity with IOS and Android Development
- Learning and Using React for Front-End development
- Participate in entire app and website development cycle, Understand key request from the client

Application Engineer, TCL Corporation, Nanshan, Shenzhen, China — Mar 2015 – May 2015

Include two weeks android development training

- Designed, implemented and integrated customized dialogs into an existing large-scale Android tablet application
- Checking and fixing existing android tablet bugs from Testing Department
- Familiarity with android APIs and Android developments in Linux environment
- Learning and participate in Mobile phone and Tablet development process in an enterprise level company

Computer Science Tutor — Jan 2014 – April 2014

- Teaching University of Waterloo student learning Scheme and students score over 90% in Final Exam

Relevant Project

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

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

"Ray Tracing Project" (C++) – A ray tracing rendering program — Mar 2017(Winter 2017)
- With anti-alias optimized
- Able to render shadow, reflection, refraction and others

"Concession Service" (µC++) – A concurrent and parallel program — 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" (Java) - write a program to find shortest routing path on the network — Nov 2016(Fall 2016)

"Arkanoid Battle" (Java) – Remote battle android game — May 2016(Spring 2016)
- made by a group of four and act as a leader
- Design the entire structure via UML which using OOP model on all object and MVC architecture
- Design and implement Smart AI enemy and Physical effect

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

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

"Chamber Crawler" (C++) – 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