

YIHAN (JANE) WANG

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Technical Skills

- ▶ Languages: C/C++, Java, JS, HTML, CSS, jQuery, RESTful API, JSON, Swift, C#, sql, Python, Bootstrap
- ▶ Tools: Linux, git, svn, Jira, Visual Studio, Android Studio, Xcode, Eclipse, Perforce, selenium, VM

Education

- ▶ **University of Waterloo** 2015 -2020
 - 4A Computer Science and Business Administration Double Degree, Honours Co-op program

Experience

- ▶ **Electronic Arts, Software Developer** Jan - Apr 2018
 - Worked on FIFA team to develop next game release on PS4, PS3, Xbox One, Xbox 360 and PC
 - Developed new features using **C++**, implemented front-end changes using **ActionScript**
 - Built PIN telemetry by making **RESTful API** calls and performing data analysis on **JSON** files
 - Accessed database by creating **sql** queries, built several internal debug tools and fixed bugs
- ▶ **BlackBerry (QNX), Core OS software development** Jan - Apr 2017
 - Developed and analyzed the operating system of Blackberry's autonomous vehicle system QNX
 - Fixed bugs and tested the OS using **C** in different areas, used **git** as version control
 - Wrote a **shell** script to facilitate the creation of test cases, reported and tracked bugs using Jira
- ▶ **IHS Inc, Software QA tester** May - Aug 2016
 - Developed and integrated automated test cases using **C#** and SpecFlow on Visual Studio
 - Worked in an agile(scrum) environment, created **sql** script to manipulate database
- ▶ **Billion Weighing Ltd, Web developer** Jan 2016
 - Developed a website that is used for recruiting using **HTML, CSS, JS, jQuery** and **Bootstrap**

Projects

- ▶ **BallBallU, iOS Swift** Sept 2018
 - Designed and implemented a bouncing-ball game which supports interactions between two users
 - Developed the app on iOS using **Swift** and **Xcode** as an IDE
- ▶ **Simon game, Android Java** Nov 2017
 - Implemented the Simon game app in **Java** using **Android Studio**, adopted a MVC approach
 - Developed the app with multiple screens and three levels of difficulty with different animations
- ▶ **Lunar Lander, Java** Oct 2017
 - Implemented the Lunar Lander game in **Java** using Eclipse with focus on event management
 - Developed an edit panel that supports undo and redo of changes, used a MVC design
- ▶ **CC3K, C++** Dec 2016
 - Developed a terminal-based game in **C++** with emphasis on object-oriented architecture
 - Used several design patterns, such as observer, decorator and visitors