

## Qian Qiao

---

### PERSONAL INFORMATION

315 King St N  
Unit 402  
Waterloo  
Ontario N2J0B7 Canada

+1 (519)781-3527  
[qqiao@uwaterloo.ca](mailto:qqiao@uwaterloo.ca)  
<https://github.com/yoyomaki>  
<https://ca.linkedin.com/in/qianqiao>

### EDUCATION

#### **University of Waterloo, Canada**

Bachelor of Mathematics Candidate (2013 - expected June 2016), GPA 3.8/4.0  
Double major in

- Computer Science, Honours
- Combinatorics & Optimization, Honours

#### **Harbin Institute of Technology, China**

Bachelor of Science (2012 - 2013), GPA 3.9/4.0  
Mathematics

### HONOURS AND AWARDS

2015	Computational Mathematics Upper Year Scholarship
2014	Computational Mathematics Upper Year Scholarship
	Term Dean's Honour List
2013	Term Dean's Honour List

### EXPERIENCE

#### **Qyer.com, Beijing, China, April 2015–July 2015**

Software Developer (PHP, Python, Java, SQL)

- Developed and maintained RESTful API integrations.
- Designed and implemented python automation testing framework.
- Authored documents for technical design, implementation planning.
- Contributed to the demand review of new features of mobile applications.

#### **University of Waterloo, Ontario, Canada, September 2014–March 2015**

Teaching Assistant, Math239 Introduction to Combinatorics

- Worked in Tutor Centre to provide academic support.
- Marked weekly assignments and developed score report.
- Assisted students in better understanding graded work and midterms.
- Provided one-to-one assistant for students depending on their demand.

#### **ASUSTeK, Harbin, China, September 2012–July 2013**

Data Analyst, (Oracle, SQL, MS Access)

- Developed data report including market occupancy and changing trend analysis.
- Assisted with the creation and implementation of the Sales & Operations Plan.
- Assisted business development efforts by researching new markets.
- Edited and verified data on returned survey questionnaires.
- Evaluated and assessed statistical data produced from returned questionnaires.

PROJECTS	Winter	2016	Traveling Salesman Problem Solver (C++) Implementation and performance analysis A Star Search using nearest neighbourhood heuristics. Local Search using simulated annealing.
	Winter	2016	Fast Sudoku Solver (C++) Forward checking and back tracking. Most Restricted Variable and Least Constraining Value heuristics.
	Winter	2015	Computational error analysis (Matlab) Floating point error stability. Interpolating curve data by a parametric curve. Local error stability analysis. Higher order differential equations analysis.
	Winter	2015	OS161 Unix kernel Development (C) Implementation of synchronization, system calls, threads, multiple processes and memory management.
	Winter	2015	Vigenère Ciphertext Decryption (C++) Used statistics and computing theory.
	Fall	2014	C grammar Compiler (C++) Implementation includes scanner, parser, generator, assembler, and MIPS instructions optimization.
	Summer	2014	Quadris: a Latinisation of the game Tetris (C++) OOP with command line features, displayed by X11.
	Summer	2014	League of Legends Game Replay For Mac OS X (Shell Scripts) Support Mac users to watch game replay without log in client.
COURSEWORK	<div> <input type="checkbox"/> Linear Algebra <input type="checkbox"/> Number Theory <input type="checkbox"/> Calculus <input type="checkbox"/> Combinatorics <input type="checkbox"/> Probability <input type="checkbox"/> Group Theory <input type="checkbox"/> Coding Theory <input type="checkbox"/> Optimization <input type="checkbox"/> Graph Theory <input type="checkbox"/> Network Flow Theory <input type="checkbox"/> Combinatorial Enumeration <input type="checkbox"/> Real Analysis <input type="checkbox"/> Statistics </div>		
	<div> <input type="checkbox"/> Functional Programs <input type="checkbox"/> Algorithm Design <input type="checkbox"/> Logic and Computation <input type="checkbox"/> Object-oriented Programming <input type="checkbox"/> Data Structure <input type="checkbox"/> Database Management <input type="checkbox"/> Sequential Programs <input type="checkbox"/> Computer Organization <input type="checkbox"/> Numerical Computation <input type="checkbox"/> Computing Theory <input type="checkbox"/> Cryptography <input type="checkbox"/> Operating Systems <input type="checkbox"/> Machine Learning <input type="checkbox"/> Artificial Intelligence </div>		
RELEVANT SKILLS	<div> Programming: C/C++, JAVA, Python, SQL, Shell Scripts, Scheme </div>		
	<div> Scientific Computation: R, Matlab, Maple, Latex </div>		
ACTIVITIES	<div> Languages: English (Fluent), Mandarin (Fluent), Korean (Beginner) </div>		
	<div> 2015 - present: Hearth Stone Tespa Club Leader </div>		
	<div> 2014 - present: Lomography Club Member </div>		