



# Tiger Ding

 [zerotiger.ca](https://zerotiger.ca)

 [zerogtiger](https://github.com/zerogtiger)

 [tiger-ding](https://www.linkedin.com/in/tiger-ding)

 [zerogtiger@gmail.com](mailto:zerogtiger@gmail.com)

 +1 (647) 764-7351

## Education

**University of Waterloo** | *Bachelor of Computer Science*

*Waterloo, ON | Sep 2023 – Apr 2028*

- **Computer Science Club** executive, **Data Science Club** member.

## Experiences


**Slime Scholars**  | *DevOps Engineer*

*Waterloo, ON | Oct 2023 – Apr 2024*

- Led migration from **Vercel** to **AWS**, resulting in a **decrease in maintenance cost by 60%** for NodeJS based web learning product.
- Utilized **AWS Elastic Beanstalk**, **S2**, **Route 53**, and **IAM** services and increased **learning material availability** for students.
- Wrote **Bash scripts** to manage **pre-deploy environment setups** for **yarn** and **npm** package managers.
- **Resolved upstream dependency conflicts** in NextJS based education product.


## Projects

**Personal Website**  | *NextJS, ReactJS, Tailwind CSS, Remark, Vercel*

- Designed and built a **NextJS based** personal website  styled with **Tailwind CSS utility classes** for personal publications, tutorial series, and information.
- Built with **UI** and **UX principles** in mind with a **mobile responsive design**.
- Supports **webpage generation from Markdown**, including images, links, math equations, etc.
- Utilized **serverless backend APIs** for a contact form that automatically forwards visitor's message to personal email inbox, facilitating personal contacts.

**dream.log**  | *JDK, Java Graphics*

- Built a pixel art style 2D sandbox **game in Java** using the **Swing** and **AWT** libraries.
- Utilized **object oriented programming** concepts, such as creating game levels from abstract classes, utilizing polymorphism, inheritance, and data encapsulation.
- Implemented **player and object shadow tracing** from scratch to simulate blockage of player view.
- Graphical assets were **created in Blender as 3D assets**, then rendered into pixel style game assets.

**CP Solutions**  | *C++, Java*

- Created **competitive programming solutions** for DM::OJ online judge, applying **data structures and algorithms** such as segment tree and dynamic programming.

## Skills

- **Languages:** C++, Java, Python, JavaScript, TypeScript, HTML/CSS, Lua
- **Technologies/Frameworks:** NodeJS, ReactJS, NextJS, Tailwind CSS, Linux, AWS (Elastic Beanstalk, EC2, S2, Route 53, IAM)
- **Tools:** Git, Bash, Xcode, AWS CLI, (Neo)Vim, Blender

## Awards

**Canadian Mathematical Olympiads** (1 of 77 invited in Canada)

*Apr 2023*

**Canadian Senior Mathematics Competition Honor Roll** (62nd out of 13,372)

*Nov 2022*

**Canadian Computing Competition (Senior) Distinction** (Top 20%)

*Feb 2023*

**University of Toronto Scholar Award**

*Feb 2023*

**Governor General's Academic Medal** (Highest grade 11 and grade 12 average)

*Jun 2023*