

# Ng Ho Yin Anderson

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## Education

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### University of Toronto

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

September 2014 - PRESENT

- 3.77 GPA
- UTM Math and Computational Science Honour Roll for achieving 90% average in 2 or more courses
- CSC263 Data Structure and Analysis programming contest 1st place

## Experience

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### Software Development Intern

Toronto, Ontario

MONERIS

May 2017 - PRESENT

- Developed internal web portal for ease of access to desired version of Acquirer software
- Created backend service to periodically update Acquirer health status and other information to display to users

### Teaching Assistant

Mississauga, Ontario

UNIVERSITY OF TORONTO

September 2016 - April 2017

- Planned and led code review sessions with multiple groups of students
- Invigilated tests for CSC108 to ensure they ran smoothly
- Graded tests and provided feedback to students in timely manner

### Developer

Mississauga, Ontario

UTM MATHEMATICAL AND COMPUTATIONAL SCIENCE SOCIETY

July 2016 - March 2017

- Designed and developed DeerHunt and UTMMCSS webpage using Flask and Bootstrap 3
- Implemented CSS media queries for mobile responsiveness
- Implemented simple back end storage with SQLite

### Programmer/Research Assistant

Mississauga, Ontario

UNIVERSITY OF TORONTO

September 2015 - March 2016

- Created a web scraper in Python to collect information and articles off required websites
- Implemented by collecting data through HTML elements and the website's JSON file
- Increased research efficiency and lowered departmental cost by replacing manual scraping

## Other Projects

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### Warehouse Wars

COURSEWORK WINTER 2017

- Developed an MMO game using Node.js, MongoDB, HTML/CSS and Javascript as a team of 2
- Implemented real time communication between multiple clients and server using WebSockets
- Assisted in design and development of the game's REST api

### Mock UNIX Shell

COURSEWORK FALL 2015

- Designed and developed a Mock UNIX shell in Java
- Applied Object-Oriented Programming model and Singleton Design Pattern for shell commands and main shell object respectively
- Collaborated in a group of 4 with version control through SVN, following the Agile methodology

## Technical Skills

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**Comfortable with** Python, Java, HTML, CSS

**Prior Experience with** Node.js, C, C++, JavaScript/jQuery, basic UNIX shell tools, UML, Unit testing, SQL

**Understanding of** RESTful api, Version control, Agile development, Waterfall development, SDLC, Test-driven development, Object Oriented Programming, Functional Programming