

Jianhao Tian

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SUMMARY OF QUALIFICATIONS

- Motivated and enthusiastic individual with years of web development experiences
- Familiarity with algorithms, data structures, and complexity analysis
- Excellent programming skills in **JavaScript, Typescript, Python, Java, and Bash**
- Solid Knowledge in **AWS**, including **EC2, ECS, Lambda, DynamoDB, RDS, CDK, Cloudformation, QuickSight, Redshift, S3**
- Familiar with various web frameworks and tools, including **React.js, Redux, Express.js, Spring, MUI, Bootstrap, Jest, Docker, Jenkins, MySQL, Jira**
- Proficient in Agile methodology, Software Development Life Cycle(SDLC) and software version control(Git/Github/Gitlab)

EDUCATION

Bachelor of Science in Computer Science

Sep 2017 - Dec 2022

University of Toronto

Relevant Coursework: Software Design, Software Tools and Systems Programming, Data Structures and Analysis, Algorithm Design and Analysis, Programming on the Web, Principles of Computer Networks.

WORKING EXPERIENCE

Software Engineer Intern, Loopio Inc. Toronto, ON

May 2021 – May 2022

- Developed and maintained RFP Response web platform to help businesses streamline the process of generating, distributing, receiving, and evaluating proposals
- Prototyped restful api service to manage projects info using Node.js, Express.js, Jest, Docker, AWS ECS, RDS
- Designed and developed frontend features and enhancements using Typescript, React, Redux, SASS etc
- Maintained and migrated platform end to end tests from Codeception portfolio to Cypress portfolio on Jenkins, improved test coverage by ~15%
- Developed scripts to initialize isolated testing environment similar to customer env using Typescript, AWS EC2, SDK
- Responsible for maintaining testing pipeline, identifying and fixing test failures, reporting health status bi-weekly
- Presented a series engineering team meetings to cover topics about best practices of writing end-to-end tests and dealing with flaky tests
- Worked in an agile development using Scrum, drove cross-functional team collaboration to ensure platform quality

Web Developer Intern, Fintelics Technology Inc. Toronto, ON

May 2020 – Sep 2020

- Designed and implemented realtime api testing metrics dashboard using Typescript, React, Redux, MUI, Jest, Mocha
- Built and deployed backend service and database using Node.js, Express.js, AWS Lambda, Api gateway, SAM, DynamoDB
- Wrote api service documentation for testing infra team, and collaborated with them to integrate with testing pipeline

PERSONAL PROJECT

2D Fortnite: 2D Multiplayer Shooting Game

Jan 2021 – Mar 2021

Developed an online 2D shooting game which allows players to move characters around, change weapons and real-time multiplayer

- Designed, developed and tested core gaming functions, including players movement, weapon system and shooting using ES6, React, Tailwind, WebSocket, Firebase
- Implemented AI player with heuristic algorithm based on A* algorithm
- Designed and built authentication with gmail login with Firebase Authentication
- Implemented the game using MVC architecture and object-oriented programming
- Developed multiple gaming functions including character moving, weapons switching and shooting with Canvas using inheritance of object oriented programming
- Leveraged math algorithms to create enemy AI with random moving tracks, weapons for single-player mode
- Utilized React.js and Ajax to establish the dynamic login functionality and support online multiplayer function by building connections between server and clients using WebSocket