

Henry Wang

✉ contact@henrywang.me

[in /henryhewang](#)

[🌐 /wang-henry](#)

Education

University of Toronto (St. George Campus)

Bachelor of Science in Computer Science

Sept 2018 - Apr 2022

Toronto, ON

Relevant Courses Data Structures and Analysis, Software Design, Software Tools and Systems Programming

Experience

University of Waterloo - LITMUS

Research Assistant

May 2020 – Present

Waterloo, ON

- Developed a novel visualization technique on holographic 3D display for computational fluid dynamics and ultrasound blood flow imaging using Unity game engine with C# and Python
- Used Python and SciPy to interpolate velocity field data obtained from a SolidWorks fluid dynamic simulation
- Presented project progress and research results via formal presentations on a weekly basis to update senior researchers
- Devised a project completion timeline to senior researchers

Projects

Android Game

[🌐 wang-henry/shapes](#)

- Created a three-part Android game using Java, Gradle and SQLite
- Stored user accounts, preferences, progress and statistics in a SQLite database
- Used SOLID principles, MVP and other object-oriented design patterns
- Collaborated with five other peers to plan out project, UML diagrams and oral presentation

Discord Calendar Bot

[🌐 wang-henry/events-bot](#)

- Created a calendar chatbot in Python for the Discord chat service
- Authenticated using the Discord OAuth2 service
- Interacted with the Discord REST API and used JSON to store data

NumPy Music Synthesizer

- Worked with NumPy arrays to represent speaker diaphragm positions as numbers
- Implemented methods to read notes from a csv file and generate corresponding NumPy arrays

Treemaps

- Worked with peer to model computer files and folders using trees
- Implemented recursive methods on trees and an algorithm to generate a geometric tree visualization

Skills

Languages Python, Java, C, C++, C#, HTML, CSS, Bash

Frameworks/Libraries/Tools Git, Android, SQLite, Unity, Rest API, Hypothesis, NumPy, SciPy, Mathplotlib