

Francis Wan

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Skills

Languages:

- Python
- C++
- C
- C#
- JavaScript
- Java
- SQL
- HTML/CSS
- R

Experienced with:

- Git
- Linux + Windows
- Apache Spark + Hadoop
- Unity
- Qt Creator
- Processing

Project Experience

Open-Source Testing – C++, Java, C, Python

September 2020 – December 2020

- Applied the following software testing methodologies on established open-source projects: Unit Testing, UI Testing, Combinatorial Testing, Mutation testing and Fuzz Testing
- Created new test suites and tests using Google Test, Selenium, ACTS, PIT, mutmut, LibFuzzer and FuzzFactory and analyzed existing test suites for each project.

ShareChat – JavaScript

September 2020

- Created a chat room web application using Java backend with Firebase API to implement google user authentication, security logic, and cloud database.
- Created front-end user interface using React and CSS.

Movie Recommendation System – Python

June 2020 – August 2020

- Led a team of three in a data science term project by creating a movie recommendation system using machine learning models resulting a perfect grade.
- Implemented using an item-to-item collaborate fitting algorithm resulting in more stable rating distributions and less expensive computations compared to other models.
- Performed ETL and visualized data for statistical analysis using various Python libraries.

Police Story – Java

January 2020 – April 2020

- Collaborated with three students in an agile environment to develop a 2D arcade game by designing, developing, analyzing, testing, and debugging code using Java.
- Utilized Apache Maven for project management, Javadoc for documentation, and Git for Version Control.
- Performed QA testing by writing unit and integrations tests using Junit.

Professional Experience

Simon Fraser University Esports Association

September 2017 – August 2020

Executive Hearthstone Director

- Created Hearthstone (digital card game) events using social media, poster advertisements and partnerships with other organizations to attract 15+ participants per event.
- Conducted player recruitment by assigning players to collegiate Hearthstone teams to represent SFU and mentored them to achieve multiple top 16's over multiple Tespa seasons.
- Led my collegiate team by taking initiatives, maintaining active communication, live-problem solving and collaborative decision-making to achieve 2nd and 3rd place in respective seasons.

Education

Simon Fraser University - Burnaby, B.C.
Bachelor of Science - Computer Science

September 2017 – Present