Tiger Ding

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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.
- **Shortened update delay** to less than **2 minutes** by **automating updates** to **AWS** deployment from codebase using **GitHub Actions** with **webhook triggers**.

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 **objected 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, C++, Java, Python, SQL, PostgreSQL, JavaScript, TypeScript, HTML/CSS, Lua
- **Technologies/Frameworks:** NodeJS, ReactJS, NextJS, Tailwind CSS, Linux, AWS (Elastic Beanstalk, EC2, S2, Route 53, IAM)
- **Tools:** Git, GitHub, 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*