

# YUN CHAN (BRIAN) KANG

lkangyun1@gmail.com ◊ (519) 505-6817 ◊ <https://lkangyun1.github.io/>

## TECHNICAL SKILLS

---

**Languages:** Python, JavaScript, C/C++ ,HTML, SQL  
**Proficiencies:** OOP, React, Machine Learning, Bash, Git, Compilers

## EDUCATION

---

**University of Waterloo, Waterloo, ON**  
*Bachelors of Computer Science*

*Sept. 2015 - Dec. 2019*

**Relevant Courses:** User Interface, Applied Cryptography, Introduction to Machine Learning, Operating System, Computer Networks, Algorithm Design and Analysis, Introduction to Database Management

## PROJECTS

---

### Dungeons and Slimes

*<https://git.io/Jfszp>*

*Created a 2D real time strategy defense game during Waterloo Game Jam 2019 using Unity2D and C#*

- Discussed on multiple occasions to verify each member's progress and to resolve design conflicts.
- Frequently discussed design goals and additional features to satisfy the theme of the competition.
- Created the board map for the game and created AI for the characters.

### Digit Recognition

*Developed an AI to recognize digit from image using Python from scratch*

- Utilized K-nearest neighbor concept to predict 100 digits from 1000 training set.
- Uses cross-validation while training AI to ensure accurate prediction.

### Quadris

*Created a simplified Tetris replica with a team using C++*

- Discussed on multiple occasions to verify each member's progress and to resolve design conflicts.
- Utilized common OOP concepts and design patterns, such as MVC, observer and decorator patterns.
- Implemented a rotation algorithm and command-line interface for simplified inputs.

## WORK EXPERIENCE

---

### Web Developer

*Enable Training and Consulting Inc.*

*Oct. 2014 - Dec. 2015  
Milton, ON*

- Worked on the front end of the responsive website using HTML and Bootstrap.
- Worked comfortably in multi-disciplinary team to raise defects and helped refine various products.
- Assisted in creation of the learning curriculum for elementary school by researching other products.