

YUN CHAN (BRIAN) KANG

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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 using 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.

*Sept. 2015 - Dec. 2015
Milton, ON*

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