

ANDY TAN

andytan.ca | tan-andy@outlook.com | (647) 995-5478 | github.com/AT-Cyhn

Technical Skills

- **Language:** Java, GML, Python, Objective-C, HTML, CSS, JavaScript
- **Tools:** Eclipse, Wing IDE, Game Maker Studio, Android Studio, Git

Employment

- 09/2016 – present **Lead Programmer**, WhaGaim Studio
whagaim.com
- Developed a competitive artificial intelligence in a mobile game app
 - Implemented game physics, UI, and network features in mobile app
 - Constructed mobile-friendly brand website using Bootstrap framework
 - Collaborated with graphic designer to export quality products
- 09/2016 – present **Computer Science Instructor**, Hatch Canada
- Taught Python at a junior and senior level to prepare students for the Canadian Computing Competition (CCC)
 - Covered intermediate to advanced topics: search trees, recursion, graph theory, time complexity, game design, artificial intelligence and more
- 09/2013 – 04/2015 **Co-Captain/Robotics Coach**, Team 2198: Paradigm Shift (Volunteer)
team2198.org
- Mentored students in robot designs, metal works, electrical circuitry, and computer programming
 - Designed and built robots in full cycle of the Engineering Design Process through Agile Project Management
 - Competed in VEX robotics competitions and FIRST robotics competitions at provincial and international levels
 - Achieved first place at 'FRC Greater Toronto East Regional' hosted at UOIT

Projects

- 05/2017 – 06/2017 **WhaBall**
play.google.com/store/apps/details?id=com.whagaim.whaball
- Mobile game application created in GML that emulates soccer
 - Led project management and development process
- 06/2013 **GrandStory**
github.com/AT-Cyhn/GrandStory
- Desktop game application created in Java
 - Players maneuver their characters and use various abilities to take down the opposing player

Education

- 2012 – 2016 **University of Toronto - Scarborough Campus**
Bachelor of Science: Computer Science Specialist Honours Program