ANDY TAN

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Technical Skills

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

Employment

10/2017 – present — **Junior Software Developer,** RPM Technologies

rpmtec.com

02/2017 – 08/2017 — **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 jQuery and Bootstrap framework
- Collaborated with graphic designer to export quality products

09/2016 – 09/2017 — **Computer Science Instructor,** Hatch Canada

hatchcanada.com

- 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 in Java and C
- Competed in VEX robotics competitions and FIRST robotics competitions at provincial and international levels
- Achieved first place at 'FRC 2014 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

2013 – 2017 — **University of Toronto - Scarborough Campus**

Bachelor of Science: Computer Science Specialist Honours Program