

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

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
- where 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