

Kelvin Lim

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TECHNICAL SKILLS

Languages: C#, GDScript, Python, JavaScript, HTML/CSS

Engines: Unity, Godot Engine

Libraries: SteamVR, Unity XR

EXPERIENCE

Software Developer Intern

May 2022 – Aug 2022

Manulife

Toronto, ON

- Spearheaded the front-end and back-end of an email subscription management system in **C#**, **.NET Core**, **MSSQL**, and **HTML/CSS** allowing administrators to easily update their email preferences
- Implemented critical updates to a legacy application by updating outdated **MSSQL** procedures to reflect the new input file saving the organization **1200** hours of manual work per year
- Led the modernization efforts of outdated web applications, incorporating user-friendly **Bootstrap 3** designs to enhance the overall user experience by centralizing a global **CSS** file for developers

Software Developer Intern

Sep 2021 – Dec 2021

Manulife

Toronto, ON

- Designed and developed a user-friendly portal, serving as a central hub for over **500** internal users using **C#**/.NET Core, **HTML/CSS**, **MSSQL**, and **SSMS**
- Conceptualized and implemented a user-friendly platform enabling seamless submission of automation ideas, fostering a collaborative environment for users to contribute valuable insights
- Designed and established a robust system for users to report issues with automation tools, streamlining the troubleshooting process and ensuring prompt resolution of technical challenges
- Implemented a comprehensive progress tracking feature, empowering users to monitor the status of their automation requests in real-time, enhancing transparency and user satisfaction
- Optimized **MSSQL** procedures by using temporary tables which reduced unnecessary joins that resulted in a reduced processing time by up to **15%**

PROJECTS

K-Ban

Dec. 2023

- Pioneered the development of a bespoke Kanban board, driven by a passion for understanding its mechanics and **Agile** principles
- Implemented using **JavaScript**, **HTML/CSS**, and **Bootstrap v5.3**

Chess of the Elements

Oct 2023

- Created a chess game with a unique rock-paper-scissors elemental mechanic for the Games Job Fair Autumn 2023, implemented using **Unity** and **C#**
- Revitalized and optimized codebase through meticulous refactoring, culminating in the achievement of the **Certificate for Best Technical Execution** by Games Factory Talent and Unity, among a competitive field of **538** participants

Corrupted Universe Cries Quietly

Dec 2022 – Aug 2023

- Designed and developed an online multiplayer cooperative survival game using **Unity/C#**
- Implemented the multiplayer system where up to 50 players can concurrently play the game using **Unity Relay** and **Unity Lobby**
- Successfully published on the **Steam** platform for **Windows** with **3.6x** the average wishlist-download conversion rate and an **80%** positive rating on Steam
- Proficiently implemented various core game systems, including a challenge system, sophisticated enemy artificial intelligence, intricate animation state machines, and an engaging lootbox system

EDUCATION

Toronto Metropolitan University

Sept. 2019 – June 2023

Bachelor of Science (Hons) in Computer Science

Toronto, ON