

Mingkai(Benjamin) Hao

Phone: (778)323-0400

Email: haomingkai@gmail.com

GitHub: <https://github.com/BenjaminHao>

PROFILE

A proactive and conscientious college student studied Computer Systems Technology at the British Columbia Institute of Technology. My goal is to find a programming related job to apply what I've learned in class to a real-world setting and ultimately enhance my experience. Proven programming and algorithm skills and a good understanding of basic concepts of various programming languages and technologies.

EDUCATION & AWARDS

Computer Systems Technology Diploma Program - Web and Mobile Option
British Columbia Institute of Technology, Burnaby

Jan./2015 – Apr./2018

- Covering:
 - Structured program design
 - Business concepts and processes
 - Database principles
 - Applied and discrete mathematics
 - Computer Architecture
- 90+% average on real-world industry projects

SKILLS & TECHNOLOGIES

- **Computing Related Skills**
 - Excellent in HTML5, CSS, JavaScript, PHP, Swift, Java, C#, .NET Framework, SQL
 - Proficient in C, C++, TypeScript, jQuery, Laravel, Angular, Linux
 - Familiar with most of popular software and open source technologies such as GitHub, Docker, Unity, Slack, Visual Studio, XCode, Android Studio, Vim, etc.
- **Other Skills**
 - Fluent in Mandarin, familiar with Chinese software and games market.
 - High adaptability as an international student and worker

TECHNICAL PROJECTS

- **Personal Laravel Blog (Personal project)**
 - A personal blog built with PHP/SQLite/Laravel framework/JavaScript/CSS/HTML
 - Used Ajax and JSON wherever possible to prevent page refresh
 - Used version control: GitHub, web server: Apache
- **Getting Over Ad (Personal project)**
 - A challenging endless iOS jumping game developed with Swift 4

- Have Published to App Store, familiar with iOS apps development workflow
- Feature: Pure hardcoding app, object-oriented programming, Sprite Kit, Google AdMob
- **City Simulator 2017 (Capstone project)**
 - A client-server application as a class-wide capstone project
 - Built with Unity Engine and rendered with HoloLens
 - Use proper Git flow and Agile/Scum methodologies
 - As a client-side team member, responsible for developing grid system, City Data Manager, Character BFS/Moving by using C# and algorithm skills.
- **Love Lines (Personal project)**
 - A unique 2D bubble popping game built with Unity, C#
 - Available on Google Play and App Store, IOS version has hundreds of players without promotion
 - Feature: Flood fill algorithm, object pooling, particle system, animation & animator, etc.
- **Slack Survey Bot (Real-world industry project)**
 - A survey bot to communicate with client's users and help them complete questions and to drive customer engagement
 - Rely on the Slack API to handle communication with the end user, developed with Typescript
 - Responsible for developing functionality including sending multi-choice and written answer question surveys, sending weekly survey reminders

References

- Available upon request