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 programing and algorithm skills and a good understanding of basic concepts of various programing 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 programing, 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.

■ **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