BRANDON **SIN**

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EDUCATION

MAY 2021

BACHELOR OF COMPUTER SCIENCE, UNIVERSITY OF CALGARY

With a concentration in Human Computer Interaction. Studied on HRI, Data Visualization, Web development, Database Management

PROJECTS

Vector Based Design of VR Viewing Application
- Goal of the project was to create a platform for concert/event viewing on a virtual space
- Utilizing Balsamiq for low fidelity prototyping and Adobe XD for high Fidelity Prototyping
- Goal of the project was to create a platform for concert/event viewing on a virtual space

Web Based Interface Design for a USAR Robot
- Goal of the project was to create a frontend design that works with a piCar 3 to simulate the functionalities of a USAR robot
- Utilized Vue.js for frontend development, Used a "video game" layout such as mini map in a corner, feedbacks on the top and camera feed in the center
- Used QR codes to simulate LiDAR scans

Interactive Graph of Crime Rate in Calgary
- Using the map of Calgary and color coding the communities to convey crime rate
- Graph uses the C-train as a landmark to show if there's a correlation between crime rate and communities with the train system
- Used D3.js and users are able to hover over the communities to see a detailed report

Web/Mobile Violin Tuner
- Used React framework and various APIs such as Media Devices and Speedometer
- Used Pitch Detection Algorithm for tunning
- Used PWA for mobile usage

3D Anime Character on Blender
- Character Design on Krita Art Application
- Modelled/Texture Painted/Weight Painted for animation

TECHNICAL SKILLS

- Java/C#
- React
- Node.js
- HTML
- CSS
- JavaScript
- SQL

SOFT SKILLS

- Strategic – ability to create alternative ways to tackle problems
- Ideation – Fascinated by ideas and the ability find connections between disparate ideas
- Eager-to-Learn
- Individualization – intrigued by qualities of others and ability to work together efficiently
- Empathy – ability to sense other people's feeling, thus work well with people
- Futuristic – inspired by visions of the future, and possess creative mindset

ACTIVITIES

- Worked at Kumon Math and Reading Since **2014 - 2020**, learned to communicate and analyze errors in students' assignments
- Continuously developing my 3D modelling skills in Blender on developing assets and character models
- Volunteered at United Conservatory of Music for Graduation Ceremony
- Joined the Gaming Club at the university of Calgary as VP of events, in charged of creating and scheduling for upcoming events
- Volunteering at Better Days Foundation as a poster designer for media