

Bryan Tai

Portfolio: www.brytai.com

Github: <https://github.com/BryanTai>

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Experience

Co-op Software Developer, INGrooves Music Group

May-Sept 2015

- Designed and debugged the company architecture code and integration tester project.
- Collaborated with Git, Gerrit, and SVN. Tracked sprints with JIRA and Confluence.
- Participated in Agile Scrums and Test Driven Development to deploy multiple Sprints.
- Created Web App Views and Controllers using TypeScript, jQuery, AngularJS
- Implemented and integrated RESTful APIs in .NET Frameworks.
- Integrated SqlServer and MongoDB databases in .NET projects.

Junior Co-op Developer, PNI Digital Media

Jan-Sept 2014

- Maintained and debugged retailer websites designed with ASP.NET frameworks using C#, Javascript, HTML/CSS, and Microsoft Visual Studio.
- Implemented Android landing pages for certain retailer websites.
- Collaborated code with teammates through Team Foundation Server.

Undergrad Teaching Assistant, University of British Columbia

5 terms, present

- CPSC 210 and CPSC 221
- Educated students about Object-Oriented Programming, Data Structures, and Algorithms through Java, C++, Eclipse, IntelliJ and the Android SDK.
- Supplement student learning through group laboratory sessions and personal office hours, both held on biweekly basis.
- Recipient of Undergraduate Teaching Assistant Award in 2013.

Teaching Assistant & Counselor, TechUpKids Summer Camp

Summer 2013

- Supervised and taught a class of 8 students aged 9 to 12 about basic programming skills and concepts with Scratch, MIT AppInventor, HTML, and Java.

Education

Bachelor of Science, Cognitive Systems: Computational Intelligence and Design

University of British Columbia

Expected Graduation: May 2017

Technical Skills

Proficient in Java, C#, Android Development, Visual Studio, IntelliJ, Eclipse

Familiar with C++, Git, HTML, CSS, Javascript, SqlServer

Exposed to Python, Haskell, Prolog, MongoDB, TypeScript

Operating Systems: Windows, Linux, Unix

Personal Projects

"DefineMath" Android Game

June 2015

- Math Quiz App game created with Java and Android SDK in Android Studio.
- Implemented cache to reduce repetition of random numbers and categories.

"Support" Unity Video Game

Jan 2015

- 2D Platformer video game created in Unity C# for Global Game Jam 2015.
- Directed team of 5 to finish game in 48 hours. Collaborated through Git and GitHub.
- Created original game idea, designed levels, and implemented actor AI.

Vibernate Android App

Winter 2014

- Automatically sets device to "vibrate" or "ring" depending on your schedule.
- Designed UI structure and implemented Timer scheduling functionality using Eclipse.
- Collaborated code with team of 6 through Git and GitHub.