

Bryan Tai

Portfolio: www.brytai.com

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

Phone: 604-828-3737

Email: bryan.tai@alumni.ubc.ca

Experience

Software Developer Co-op, Electronic Arts Inc.

May-Dec 2016

- Containerized internal tools using Docker for Ubuntu and CentOS environments.
- Prototyped a config synchronization system with Bash script, Zookeeper and etcd.
- Repaired bugs on internal web tools with Java, JSP, HTML, and CSS.
- Collaborated with other teams using Git and Perforce. Tracked work with Hansoft.

Software Developer Co-op, INGrooves Music Group

May-Sept 2015

- Designed and debugged the company architecture and integration tester code.
- Collaborated with Git, Gerrit, and SVN. Tracked sprints with JIRA and Confluence.
- Created Web App Views and Controllers using TypeScript, jQuery, AngularJS
- Implemented and integrated RESTful APIs in .NET Frameworks.
- Integrated SQL Server and MongoDB databases for internal .NET Web App tools.
- Designed C# performance tests for MongoDB Tree implementations.

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 specific retailer websites.
- Collaborated code with teammates through Team Foundation Server.

Undergrad Teaching Assistant, University of British Columbia

6 terms, 2013-2017

- CPSC 210 and CPSC 221
- Educated students about Object-Oriented Programming, Data Structures, and Algorithms through Java, C++, JUnit, XML, Eclipse, IntelliJ, and the Android SDK.
- Supplement student learning through group laboratory sessions and personal office hours, both held on biweekly basis.

Education

Bachelor of Science, Major in Computer Science
University of British Columbia

Graduated May 2017

Technical Skills

Proficient in C#, Unity, Java, Git, Visual Studio, Android Development, IntelliJ, Eclipse
Familiar with C++, JavaScript, Python, Bash, HTML, CSS, Erlang, Golang, SQLServer
Exposed to Haskell, MongoDB, TypeScript, Hansoft, Prolog
Operating Systems: Windows, Linux, Unix, Ubuntu, CentOS

Personal Projects

"Food Factory" AR Unity Video Game

May 2018 - present

- Augmented Reality mobile game created in Unity with the Vuforia library
- Game design, programming, 3D modelling, sound design, and animation

"Sword Ship" Unity Video Game

May 2017 - present

- Fast-paced 2D space fighting Video Game created in Unity C# with a team of 6
- Prototyped client and server for online multiplayer with DarkRift library

"Make it Rain" Unity Video Game

Jan 2016

- 2D Video Game created in Unity C# for 48-hour Global Game Jam 2016
- Created original game idea, managed tasks as Project Lead for team of 7.
- Modelled collisions, integrated functionality, lead testing and QA.