Bryan Tai

Year 3, Major Cognitive Systems: Computational Intelligence and Design

Technical Skills

Programming Languages		Tools and Frameworks	
Java	(6 years)	Eclipse	(3 years)
Scratch	(5 years)	Microsoft Visual Studio	(8 months)
HTML/CSS	(9 months)	Team Foundation Server	(8 months)
C#	(8 months)	ASP.NET Development	(8 months)
C++	(4 months)	Git/GitHub	(6 months)
JavaScript/jQuery	(4 months)	Apache Subversion	(4 months)
Haskell	(3 months)	Android App Development	(3 months)
Prolog	(2 months)	Google Web Toolkit	(3 months)
Scala	(currently acquiring)	Emacs	(3 months)
Bash Script	(currently acquiring)	JUnit	(2 months)
		Unity	(currently acquiring)

Projects

"Support" Unity Video Game **Jan 2015**

- 2D Platformer video game created with team of 5 in Unity 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 implimented Timer scheduling functionality using Eclipse.
- Collaborated code with team of 6 through Git and GitHub.

TreeHugger Web App **Nov 2014**

- Web App for searching, mapping, and favouriting trees in Vancouver.
- Implimented UI for app including the Search, Result, and Account tabs using GWT.
- Integrated Google Map functionality and account data persistance.
- Pair programmed and collaborated with team of 4 through GitBash and GitHub

Clue Assistant Prolog Program **Nov 2014**

- Logical program designed to assist someone playing the logical board game "Clue".
- Dynamically updates database and predicts

"Crusher" functional Haskell Program **Oct 2014**

- Competitive program designed to play the 2-player pegboard game "Crusher".
- Heuristically determines optimal moves using the MinMax Algorithm.

Projects (con't)

UBC Sustainability Tour Guide Android App **Spring 2013**

- Android App created with Eclipse that displays Geotagged locations on UBC campus and generates paths to selected ones.
- Utilized the Flickr API to send requests to the Flickr database and parse the responses for relevant information.
- Implimented an XML document parser to obtain GPS locations for path generation.
- Debugged the project using built in Eclipse debugger and Android Emulator.

Bullet Hell **Summer 2012**

- Vertically scrolling "Shoot 'em up" style video game created using GreenFoot Java IDE.
- Implimented several abstract classes to allow easier expansion of existing enemies and weapons.
- Animated several character spritesheets using Photoshop and GIMP.
- Created three unique enemies, 8 different weapons and a 3-stage boss battle.

Work Experience

PNI Digital Media **Jan – Sept 2014**
Position: **Junior Co-op Developer**

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

University of British Columbia, Faculty of Science **(3 Terms) Sept – Dec 2013,**
Position: **CPSC 210 & 221 Undergraduate Teaching Assistant** **Sept 2014 – April 2015**

- Educated students about Object-Orientated Programming, Data Structures, and Algorithms through Java, C++, and Eclipse.
- Supplement student learning through group labratory sessions and personal office hours, both held on biweekly basis.
- Winner of Undergraduate Teaching Assistant Award in 2013.

RKO Global Trading Ltd. **Dec 2012 – Ongoing**
Position: **IT Consultant**

- Provide technical support and advice by assembling hardware and software to setup a home network and computer for daily office use.
- Keep constant communication through phone calls, email, and meetings to swiftly provide technical support when needed.

TechUpKids Summer Camp **Summer 2013**
Position: **Teaching Assistant & Camp Counselor**

- 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.