

# Bryan Tai

Portfolio: [www.thatguybryantai.com](http://www.thatguybryantai.com)

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## 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

*"Smooth Operator" Unity Video Game* Jan 2018

- Audio-based puzzle game with a team of 7 for Global Game Jam 2018
- Designed and implemented gameplay controls, mixed dialogue and audio

*"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.

## 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