



Bryan Tai

Graduating: May 2017

Year 4, Major Cognitive Systems: Computational Intelligence and Design

Website: www.brytai.com Github: <https://github.com/BryanTai>

Technical Skills

Programming Languages		Tools and Frameworks	
Java	(7 years)	Eclipse	(3 years)
Scratch	(6 years)	Git/GitHub/Gerrit	(2 years)
C#	(1 year)	Microsoft Visual Studio	(1 year)
HTML/CSS	(1 year)	ASP.NET Development	(1 year)
Javascript	(8 months)	SQLServer	(8 months)
AngularJs/jQuery	(4 months)	Team Foundation Server	(8 months)
C++	(4 months)	Apache Subversion (SVN)	(8 months)
Haskell	(3 months)	IntelliJ /Android Studio	(8 months)
Prolog	(2 months)	MongoDB	(4 months)
Python	(1 month)	Emacs	(4 months)
Powershell	(1 month)	RESTful Api Programming	(4 months)
TypeScript	(1 month)	JUnit	(4 months)
MATLAB	(1 month)	Android App Development	(3 months)

Projects

Mongo Tree Generator and Performance Tester

July 2015

- .NET project to that models and compares different Tree implementations in MongoDB
- Created for INGrooves to test performance of various prototype database projects

"DefineMath" Android Game

June 2015

- Math Quiz App game created with Java in Android Studio in spare time
- Designed algorithms 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 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



Projects (continued)

"Clue Assistant" Prolog Program

Nov 2014

- Logical language program that assists a player playing the board game "Clue".
- Implemented a dynamic database and optimal guessing system.

"Crusher" Haskell Program

Oct 2014

- Functional language program designed to compete in the 2-player pegboard game "Crusher".
- Implemented the MinMax heuristic algorithm to determine optimal moves.

"Bullet Hell" Java Game

Summer 2012

- Vertically scrolling "Shoot 'em up" video game created using the GreenFoot Java IDE.
- Implemented abstract classes to allow easier expansion of 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

INGrooves Music Group

May-Sept 2015

Co-op Software Developer

- Designed and debugged the company architecture code and integration tester projects
- 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

University of British Columbia, Faculty of Science

(5 Terms) Sept 2015 - Apr 2016,

CPSC 210 & 221 Undergrad Teaching Assistant

Sept 2014 -Apr 2015, Sept-Dec 2013

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

PNI Digital Media

Jan - Sept 2014

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.

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.