June
Kang

Software Developer

#310 - 108 Country Village Circle NE
Calgary, AB Canada
T3K 0E3

Willing to relocate anywhere

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Skills

- Korean (Fluent)
- English (Fluent)
- Java
- JavaScript
- Node.js
- C#
- C++
- HTML
- PHP
- CSS
- Python
- MySQL
- Git
- UI/UX Design
- Unity
- Unreal Engine
- Microsoft Office
  - Word
  - Excel
  - Powerpoint
  - Outlook
- Google Drive
  - Docs
  - Sheets
  - Slides
- Adobe Suite
  - Photoshop
  - AfterEffects
  - Premiere
  - Illustrator

Education

About Me

As a Bachelor of Computer Science graduate with managerial and software development experience, I am a detail-oriented and results-driven individual who is committed to excellence in all areas of my work. With a strong work ethic and a passion for innovation, I have a proven track record of success in managing complex projects, leading teams, and developing software solutions that exceed client expectations.

Whether working independently or as part of a team, I am always focused on achieving results that drive business success. I believe in the power of collaboration and open communication, and pride myself on my ability to build strong relationships with stakeholders. With a strong attention to detail and a commitment to excellence, I am confident that I can make a valuable contribution to any organization that values innovation, hard work, and a results-driven approach.

Hobbies

- 3D Printing
  - I like to design and make 3D printed parts and sculpts for both artistic and practical usages
- Game Development
  - I like to make games in my spare time and have attended multiple GameJams in the past
- Bot Development
  - During my spare time, I like to AI bots for usages for applications like Discord, as I maintain multiple Discord bots

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University of British Columbia / BASc of Computer Science

September 2016 - August 202

Experience

Interior Energy and Air / Project Manager

August 2022 - PRESENT, BC

- Achieved project deadlines by coordinating with contractors and clients to manage performance.
- Sourced, vetted and managed hosting services and applications needed to accomplish project goals.
- Met project deadlines without sacrificing build quality.

Curiosity Lab / Tutor

January 2022 - PRESENT, ON

- Was a tutor for students ages 10 - 18, teaching subjects from basic Scratch tutorials to making a game in Unity.
- Taught students online via Zoom.
- Taught kids with a variety of circumstances and experiences, and personalized each session to suit the students needs and wants.

Tutor Doctor / Tutor

October 2021 - February 2023, BC

- Was a tutor in a range of subjects from High School Math to Programming with JavaFX.
- Taught students online via Zoom and Discord.

UBC MakerSpace / Facilitator

February 2019- March 2020, BC

- Operated and facilitated makerspace at the UBCO
- Delivered upbeat and interesting presentations to promote University students creativity.
- Assisted in a range of projects for both professors and students.

Loadza Toyz / Toy Sales

November 2017- January 2018, BC

- Always engaged in friendly conversation with customers to uncover each customer's specific needs and wants.
- Volunteered for extra shifts during holidays and other busy periods to alleviate staffing shortages.

Maker's Faire / Exhibitor

May 2015- May 2016, AB

- Was an exhibitor for Maker's Faire showing off indie games that tried to explain Chaos Theory in a fun and engaging way.

References available upon request