

# CHRIS QIN

☎ 604.729.9631 ✉ chrisqin1235@hotmail.com 🌐 ChrisQinA00944299 📄 chrisqin0420 🌐 chrisqin.com

## SKILLS

Back-End Languages	Front-End Languages	Database	Software
<ul style="list-style-type: none"><li>• Java</li><li>• Python</li><li>• C</li></ul>	<ul style="list-style-type: none"><li>• C++</li><li>• R</li></ul>	<ul style="list-style-type: none"><li>• HTML5</li><li>• Bootstrap CSS</li><li>• JQuery</li></ul>	<ul style="list-style-type: none"><li>• React Native</li><li>• JavaScript</li><li>• HUBL</li></ul>
		<ul style="list-style-type: none"><li>• Google FireBase</li><li>• MySQL</li><li>• sqlite</li></ul>	<ul style="list-style-type: none"><li>• Unity</li><li>• Gedot Engine</li><li>• Unreal Engine 4/5</li></ul>

## EDUCATION

<b>British Columbia Institute of Technology</b> Computer Systems Technology Diploma	Burnaby, BC <i>Graduated April 2020</i>
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## EXPERIENCE

<b>Web Developer</b> Vancouver General Contractors	Vancouver, BC <i>November 2020 – Current</i>
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- Learned and wrote HUBL code on HubSpot to develop 3 working landing pages for a new campaign that launches in 2021
- Created customized module content in HubSpot to customize current and future landing pages

<b>P/T Full Stack Developer</b> GameSeta	Remote <i>November 2020 – Current</i>
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- Developed and fixed web pages using React Native and conducted A/B testing to contribute to main functionality of app MVP to be used in a live event

<b>Software Developer Intern</b> White Mountain Systems Inc.	Surrey, BC <i>April 2020 – May 2020</i>
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- Developed file handling feature in PHP to allow the uploading of preset games
- Designed and implemented feature using PHP and JavaScript that allows users to browse/search for existing games
- Conducted testing for integrating apps to slack workplace API providing clients with insight on slack API hosting
- Identified and resolved 10+ HTML/CSS/JS bugs in one sprint that were heavily affecting app functionality

## PROJECTS

<b>Wolf ^2 – UBC GameJam 2020 Team Project</b>	<i>February 2020</i>
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- Wrote Gedot Studio scripts in modified Python generating intuitive game mechanics and physics logic to attract users
- Created various base building blocks for game levels using PixelArt to allow for expeditious level design
- Addressed numerous GitHub conflicts using Windows terminal while troubleshooting lost Git pushes

<b>SAFF Bike Safety App – BCIT Hackathon Team Project</b>	<i>January 2020</i>
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- Implemented Google Map API and plotted points based on a bike location database and a bike theft database to view data more conveniently
- Performed statistical analysis by cross referencing databases to draw a definitive conclusion of safest locations to lock a bike addressing the “safety” prompt at the Hackathon

<b>E-Waste Web App – BCIT Team Project</b>	<i>January 2019 – April 2019</i>
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- Designed aesthetic UIs of web app using HTML/CSS and vanilla JavaScript to enable viewers a summary of our issue
- Implemented Leaflet Map API to plot data points of manually located disposal areas to satisfy our MVP
- Implemented geolocation tracking technology on our app to allow users to locate disposal areas on a mobile device

<b>Chess Game in Java – Personal Project</b>	<i>November 2018</i>
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- Created chess game logics using OOP Java design principles, logical interfaces, and classes
- Identified and fixed bugs that heavily affected game functionality using Java Debugger