

Technical Skills



Programming Languages: Python, c, c++, x86-64 Assembly Language



Web Development: Web Design, HTML5, CSS3, SCSS, JavaScript, jQuery, Bootstrap, Cross-Browser Compatibility, Responsive Design



Android Development: Java, xml, Git, SQLite, APIs, Material Designs



Art Technologies & User Interface Design: Adobe Photoshop, Adobe Illustrator, Axure, Paper Prototype Techniques

Personal Projects

Art of Music (<http://doerj.github.io/art-of-music>)



February - March 2018

Tools: Photoshop . HTML5 . SCSS . JavaScript . jQuery

- Designed all the interface components in Photoshop to create the prototype of web page
- Built animated elements using SCSS to develop a dynamic web interface
- Utilized JavaScript and jQuery on HTML canvas elements to enrich user interaction including mouse float and scrolling effects

Personal Website (<http://doerj.github.io>)



January - February 2018

Tools: Photoshop . HTML5 . SCSS . Bootstrap

- Designed all web interface elements using photoshop to build the prototype of website
- Installed npm to utilize the real-time compilation from SCSS to CSS to speed up the coding process using the features of SCSS including nesting and mixins
- Applied grid system powered by Bootstrap to develop a responsive web page
- Published to Github page to let more people view my skills

Log-file Analysis



February 2018

Tool: Python

- Accurately computed the times each function is called and the runtime of each function to analyze the usage of each component of the program for the purpose of quality assurance
- Devised and coded the algorithm that runs in linear time complexity using Python

Easy Due



October 2017 - January 2018

Tools: Photoshop . Java . xml . APIs

- Developed an Android application that provides functionalities including live timing to help people manage their tasks easily and precisely
- Designed user interface using Photoshop that show the activities of application
- Rectified xml files to optimize the compatibility of application on multiple screen sizes
- Published to Google Play Store and installed by users from China and Brazil



Academic Projects

3D Modelling Tool

September - December 2017

CMPT 361: Introduction to Computer Graphics

Tool: Java

- Wrote 8000 lines of code in Java to implement the major theories of computer graphics including polygon rendering, clipping, and lighting
- Applied anti-aliasing algorithms to effectively produce high quality lines and polygons
- Iteratively built a complete 3D modelling product that reads object file and accurately generates wireframe and shaded 3D model

HTTP Server

April - August 2017

CMPT 371: Data Communications and Networking

Tool: Java

- Utilized Java to develop a basic HTTP server that accepts user requests through TCP connection and displays requested local file on browser
- Developed functionalities that accurately parses user request messages and sends HTTP response messages if the file being requested is not available

Health Manager (published)

January - April 2017

CMPT 276: Introduction to Software Engineering

Tools: Java . xml . Git

- Applied Agile method to lead 4 team members as project leader to iteratively develop an Android application
- Designed all user interfaces using Photoshop to develop a high-fidelity prototype of application
- Built a complete clinic system using Android SDK to support patients, doctors, and stakeholder on various kinds of clinic activities

Community Engagement

Customer Service

December 2014

Vancouver Chinese Lantern Festival, Vancouver, BC

- Helped promote and sell souvenirs in events
- Collaborated with teammates to establish the settings for events
- Guided and answered guests to maintain the order of events

Customer Service

September 2014

Vancouver International Film Festival (VIFF), Vancouver, BC

- Volunteered as an usher to guide the audience to the events by communicating
- Reschedule the tasks of a team of volunteers by collaborating with the supervisor

Education

Simon Fraser University, Burnaby, BC

September 2014 - Present

- Major in Computing Science
- Minor in Mathematics