KEVIN CUI

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EXPERIENCE

Data Engineer Intern, Technology & Operations
RBC Royal Bank of Canada

📅 Jul 2021 – Aug 2021　　　📍 Toronto, ON

- Data provisioning in Hadoop, data pipeline automation with Python and Java, full-stack application development for database web portal in Express, documentation generation using SQL and JDBC
- Worked in an Agile team of 6, collaborating and communicating with other teams in different disciplines

| Hadoop | HDFS | Java | Maven | Python | SQL | JDBC |

| Node.js | JavaScript | Express | Git | Jenkins | Windows |

Innovation Developer Intern, Technology & Operations
RBC Royal Bank of Canada

📅 Jul 2020 – Aug 2020　　　📍 Toronto, ON

- Full stack software development building internal applications: retrospectives web application with React front-end and Express back-end
- Led an Agile team of 4 as a returning intern, helping new developers get setup, moderated and managed changes from team
- Moderated source control, reviewed, tested, and debugged changes from all other development teams to new releases
- Conducted usability testing, moderated test sessions with design teams, presented and demonstrated solutions to senior executives

| React | Node.js | TypeScript | Express | Git | Windows |

Innovation Developer Intern, Technology & Operations
RBC Royal Bank of Canada

📅 Jul 2019 – Aug 2019　　　📍 Toronto, ON

| Node.js | TypeScript | Java | Git | Angular | Spring | SQL |

PROJECTS

LUSK
3D Platformer snail game (McGameJam '23)

📅 January 2023 ⦿ kevinjycui/LUSK

- Programmed movement, environment, and animation

| C# | Unity | Blender | .NET | Visual Studio | Git |

Wayward Bones
2D digging + platformer game (McGameJam '22 Audio Winner)

📅 May 2022 ⦿ kevinjycui/WaywardBones

- Programmed entity movement, player controls/attack system, in-game enemy boss animation cycles and particles fitted to attack patterns
- Fixed bugs in other stages, moderated source control, collaborating with artists and sound designers

| C# | Unity | .NET | Visual Studio | Git |

Donkey Kong Bongo to Key
Keyboard & mouse interface for the DK Bongos for GameCube

📅 Sept 2021 ⦿ kevinjycui/DKBongoToKey

| C++ | SDL | DirectX (DirectInput) |

Desmos Renderer
Fun graphing calculator art tool

📅 Apr 2021 ⦿ kevinjycui/DesmosBezierRenderer

| Python | OpenCV | Flask | HTML |

| JavaScript | FFmpeg |

Practice Bot
Competitive programming utility bot

📅 Mar 2020 – Jul 2021 ⦿ kevinjycui/Practice-Bot

| Python | MariaDB | discord.py | AWS |

EDUCATION

McGill University
Candidate for B.Sc. in Computer Science

📅 2020 – 2024　　　📍 Montreal, QC

CGPA: 3.8/4.0
VP Finance, Game Dev Student's Society

| Java | C | C++ | Python | Maven |

| Unity | Docker | Spring | x86 Assembly |

SKILLS

Programming & Other Languages

| C++ | C | Python | C# | Java | JavaScript |

| Bash | Go | GLSL | TypeScript | Lua |

| Scala | SQL | HTML+CSS | Arduino |

| x86 Assembly | MIPS Assembly |

Frameworks, Libs, & Databases

| OpenGL | SDL | .NET | Node.js | Maven |

| Spring | React | NumPy | Django |

| Hadoop | MariaDB | OpenCV |

Development Tools & Environment

| Git | Docker | Linux | Unity | GNU |

| Jenkins | Visual Studio | Vim |

OTHERS

▶ **Silver Play Button**
I run a YouTube channel with >150K subscribers as of 2022 covering topics in niche software, game development, mathematics, audio processing, etc.
🌐 youtube.com/c/Junferno