Kevin Bai

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LinkedIn | GitHub | https://www.swimmingsheep.com/

Education

Bachelor of Engineering: Software Engineering Co-Op   Sep 2023 - Present
McGill University, Montreal, QC (CGPA: 3.89/4.00)

Relevant Courses: *Algorithms and Data Structures, Discrete Structures,*
Linear Algebra, Intermediate Calculus, Introduction to C++

Skills

Languages: *Proficient:* C#, Java, Python *Intermediate:* C, C++, HTML, CSS, JavaScript, SQL
Game Engines: *Proficient:* Unity *Intermediate:* Godot, Unreal Engine
Software/Frameworks: SpringBoot, React, Git, Jira, IceScrum, Visual Studio, Eclipse, Jetbrains

Spoken Languages: *Native:* English *Professional Proficiency:* French, Mandarin

Engineering Experience

Gameplay Programmer | Ubisoft Game Lab - McGill Team B, Montreal, QC   **Jan 2025 - Present**

- C#/Unity developer in Ubisoft's annual university level game development contest
- Collaborate in team of eight across ten weeks to prepare a fully polished game prototype

VP External | GameDev McGill, Montreal, QC   **Nov 2023 - Present**

- Management of outreach and sponsorships for annual *McGameJam* and career fair events
- Communication with industry representatives for collaborative events in club of 250+ members

Software Developer Intern | Canada Revenue Agency Ottawa, ON   **May 2024 - Dec 2024**

- Full stack development of custom finance web apps using SpringBoot and PostgreSQL
- Collaborated in teams using Git version control and managed through IceScrum/Jira

Projects

Last Call | Unity, C# - *Itch.io*

- Designed, developed and created assets for survival roguelike game in long-term solo project
- Explored Unity's UI and Cinemachine frameworks to create custom UI/camera control systems

Shelly's Snack Search | Unity, C# - *Itch.io*

- 2.5D arcade-style platformer developed in 48 hours using Unity and C# among a team of eight
- Responsible for developing Camera, UI/HUD, Scene Management and Environment systems

Swimmingsheep.com | React.js, Vite, Github Pages - *Portfolio, Github*

- Developed custom portfolio website using React.js and Vite to provide quick access to all work
- Set up multiple pages onto a custom domain using Github Pages

Extracurriculars

VP Events   Oct 2024 - Present
Design Collective McGill, Montreal QC

- Manage, host and advertise events in graphic and UI/UX design in a team of three
- Planning and presenting of regular workshops/talks related to various tools in graphic design