

Kevin Bai

Software Engineering Co-op Student

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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: Java, C#, Python Intermediate: C, C++, HTML, CSS, JavaScript, SQL

Software/Frameworks: SpringBoot, React, Git, Jira, IceScrum, Visual Studio, Eclipse, JetBrains

Technical Tools: Figma, Adobe Photoshop, Notion, Microsoft Excel

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

Engineering Experience

Software Developer Intern | Canada Revenue Agency, Ottawa, ON

May 2024 - Dec 2024

- Engineered robust scalable financial applications using SpringBoot and PostgreSQL for government clients, boosting application performance by over 50%.
- Collaborated in different teams using Git and agile project management with Jira

Gameplay Programmer | Ubisoft Game Lab - McGill Team, Montreal, QC

Jan 2025 - Present

- Programming using C# and Unity in creation of a full game prototype across ten weeks for Ubisoft's annual university level game development challenge
- Designed and implemented CCC-mechanics, immersive camera and UI effects in Unity, enhancing player experience using Unity's Cinemachine and UI Framework

VP External | GameDev McGill, Montreal, QC

Nov 2023 - Present

- Acted as the primary liaison with industry representatives, enhancing community engagement and creating networking opportunities for clubs of over 250+ members
- Fostered connections with industry representatives and established sponsorship deals to secure sponsorships that boosted the club budget by 80% for annual McGameJam and club events

Projects

Swimmingsheep.com | React.js, Vite, Github Pages - [Portfolio](#), [Github](#)

- Created an interactive portfolio website using React.js and Vite for seamless navigation of projects, deploying all pages onto custom domain using Github Pages

ProDUCKtive | Unity, C# - [Devpost](#), [Github](#)

- Developed a cozy desktop companion app in 36 hours during CodeJam 14, leveraging Unity, C#, and .NET Interop Services. Assisted in core design of wellness features/functionalities.

Last Call | Unity, C# - [Itch.io](#)

- Designed and developed a survival roguelike game, incorporating custom assets and leveraging Unity's UI and Cinemachine frameworks to deliver an engaging and dynamic player experience

Extracurriculars

VP Events

Oct 2024 - Present

Design Collective McGill, Montreal QC

- Organized workshops and events on graphic design, delivering insights on UX/UI best practices
Created advertising campaigns for events and awareness of local design-focused initiatives.