

# Kevin Bai

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[LinkedIn](#) | [GitHub](#) | <https://www.swimmingsheep.com/>

## Education

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### 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

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**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, Photoshop, Notion, Microsoft Excel

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

## Engineering Experience

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### 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

### 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
- Collaboration with team of eight in Ubisoft's annual university level game development contest

### VP External | GameDev McGill, Montreal, QC

Nov 2023 - Present

- Communication with all external industry representatives for club of 250+ members
- Management of industry sponsorship for annual *McGameJam* and career fair events

## Projects

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### 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

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

- Developed using Unity, C# and .NET Interop Services to create companion app in 36 hours
- Assisted in core design of wellness features/functionalities for a cozy desktop companion

### 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

## Extracurriculars

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### 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 regular workshops/talks related to tools in graphic design