



Education

- University of Toronto (UofT)

Honours Bachelor of Science Computer Science

Admitted as a UofT Scholar

September 2018 - Present

Expected 2022

Projects

- Unity Pause Menu (Open Source Pause Menu)

Feb. 2016 - April 2016

- Utilized the Unity3d's UI system through designing custom, modern flat buttons, scroll bars, and background sprites in Sketch 3.
- Scripted video and audio settings with JSON serialization and pausing functionality.
- Built the project with compatibility of thousands of games/projects in mind
- Provided support that helped earn me over 6000 users and a 5 star rating.

- Equator Music (YouTube Music Player)

June 2017 - October 2017

- Managed the project with Visual Studio Team Services along with releasing finished code on Github.
- Created an advertising strategy on a zero dollar budget involving Twitter, Reddit, and various audiophile forums and beta testing websites.
- Created a premium and responsive product website using HTML5, CSS3, and Bootstrap.
- Gained over a thousand users.

- uDocuGen (Unity Documentation Generator)

September 2018

- Created as a project during Hack The North 2018 with a partner.
- Utilized HTML5, CSS3, JQuery, and Bootstrap for the front end page template.
- Used C# on the backend for parsing client project code.

Skills

Computing

Java Python C# .NET Bootstrap
Git Unity3d OOP VS CSS Office

Design

Illustrator Sketch Photoshop
Responsive UI UI Design UX Design

Language

English: native fluency
Chinese: Mandarin native spoken fluency, Wu basic fluency (can understand completely)
French: conversational fluency