

Bryan Ng

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SUMMARY

Hardworking software developer, always eager to learn and self-improve. Solid foundation on object-oriented programming with multi-languages. Dedicated, dependable, and a responsible team player.

SKILLS SUMMARY

Programming/Development: C#, Unity Engine, C++, Unreal Engine, HTML/CSS/JavaScript, SQL

Frameworks/Libraries: Unity Game Engine, Unreal Game Engine

Database: MS SQL, SQLite

IDEs: Visual Studio

Version Control: Git/GitHub

WORK EXPERIENCE

Software Developer Intern | Prosper IT Consulting - Portland, OR **01/22 - 06/22**

- Practiced Agile/Scrum methodologies to develop a game using C# and the Unity game engine.
- Practiced Agile/Scrum methodologies to implement game features to an existing project in the Unreal game engine using blueprint logic.
- Developed websites using HTML/CSS/JavaScript/Bootstrap4.
- Created databases using SQL and MS SQL Server.

Kitchen Staff | Wild Wing Restaurants - Toronto, ON **06/18 - 12/20**

- Worked in a fast-paced environment.
- Led the BOH during peak hours, ensuring product is sent out with quality control.
- Depended on opening and closing duties.
- Trained new team members in role duties.

EDUCATION & TRAINING

Certification in Software Development | The Tech Academy **01/22 - 07/22**

- Immersive Full Stack Software Developer boot camp with more than 600 hours of instruction and hands-on coding. Predominantly the program is based on C# and Python, along with the fundamentals of Computer Science, Django, .NET Framework, MVC, HTML, CSS, JavaScript, T-SQL/SQL, Agile / SCRUM and web application. Completed numerous practical projects.

Travel & Tourism | Seneca College **09/13 - 09/15**