

# Bryan Ng

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## SUMMARY

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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

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**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

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**Software Developer Intern** | Prosper IT Consulting - Portland, OR Jan'22 - Jul'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 Jun'18 - Dec'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

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**Certification in Software Development** | The Tech Academy Jan'22 - Jul'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 Sep'13 - Aug'15