KIRK YUAN

Web Developer

307A Kirchoffer Ave Ottawa, Ontario, K2A1Y1

Education

Carleton University — Sept 2015 - Present

Bachelor of Computer Science, Computer and Internet Security Stream 3rd Year Undergraduate, CGPA 8.48/12 (B)

Expected Graduation June 2021

Availability

Available for 12 months beginning Fall 2018

Relevant Skills

Technical Skills

Familiar in programming languages such as HTML, CSS, Javascript, Java, C#, C++

Solved problems using Object-Oriented programming to learn practical ways for dealing with today's programming situations

Programmed Low-Level System Applications in Ubuntu to learn the fundamental OS concepts

Created Web Servers using Node.js to handle Server-side and Client-size requests and used various REST-APIs to learn the principles involved in designing and implementing web applications

Used development and continuous integration tools such as git and Github for collaboration features and version control

Communication Skills

Wrote documentation for Github projects and explained the purpose of how to use and test the program to have it run on different machines

Presented a workshop for Local Hack Day on GraphQL on how it can be used to solve problems caused by RESTful APIs.

Wrote template emails and negotiated sponsorships for CUHacking 2018 to provide hackers more resources to use during the hackathon

Applied Projects

React Youtube App

A Youtube clone built using ReactJS

Created components like video detail and search results that changed based on the state of the search bar

Quest of the Round Table

Converted a card game into a digital Unity game in a course to learn an agile yet model-driven approach to object-oriented software development

Senior Sensors

Developed a tool with Arduino 101 chip and attached different sensors to detect discrepancies in movement for a senior Created a Node.JS app that utilizes Twilio's API to send text message alerts to individuals who are looking after the senior Won Best IoT Prize from Ericsson and Best Use of Twilio API Prize

Uncharted Realms

Built a card game in the language Lua and that is based around it's own neural network

Utilized scikit-learn to train the program to generate balanced cards using linear regression and random forests Created the game using the love2d game engine

Giveaway App

Attended DeCODE Spring 2017 to create a Ruby on Rails application with Shopify API that can handle giveaway events from merchants

Wrote HTML, CSS to modernizing the design of the signup form

Worked on Ruby backend to collect users response in each input field

Personal Webpage

Designed a personal webpage to display personal portfolio

Programmed with HTML, CSS, Bootstrap, JQuery, and an Express server to host the websitef

Work Experience

Human Computer Interaction Researcher — May 2017 - August 2017

Used a Leap Motion device to capture hand movements and developed a Unity program that explores the usability of a gesture based marking menu compared to traditional menus

Volunteering Experience/ Extracurriculars

CUHacking Sponsorship Lead — Nov 2017 - April 2018

Wrote template emails and contacted companies for sponsorships

GraphQL Workshop — Nov 2017

Ran a workshop for Local Hack Day on GraphQL to teach hackers how it can be used to solve problems caused by RESTful APIs.