# Jun (Mark) Torii

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# **SUMMARY OF SKILLS**

# Programming Languages

- Web-related: HTML, CSS, JavaScript, jQuery, JSP, SQL, VTL, XML, GWT
- Object-Oriented: C++, Java (primarily in Android development)
- o Other: C, Flash ActionScript 3.0, BeanShell, Hibernate, Liquibase, Jenkins

#### Software

- o Animation experience: Adobe Flash
- o Web experience: Adobe Dreamweaver, Alphinat SmartGuide, Liferay Portal EE, soapUI
- o Graphic design experience: Adobe Photoshop, Illustrator, Fireworks
- o IDE experience: Dev-C++, XCode, Eclipse

## PROFESSIONAL EXPERIENCE

EmployTouch, Inc., Jan. 2013 - Apr. 2013 | Toronto, ON

(A start-up company providing tablet-based solution for labour data collection and employee self-service)

Mobile and Java Software Developer

- Fixed bugs and implemented new features for the custom-made Host/MDM using GWT, Java, Hibernate, and Liquibase.
- · Assisted with QA for the custom ROM and Android code.
- Researched and contacted tablet vendors in regards to new partnership possibilities.

CSDC Systems, Inc., May 2012 - Aug. 2012 | Mississauga, ON

(A company focusing on enterprise solutions for governments and large organizations)

## **Technical Consultant**

- Created public portal demos for city of Massachusetts, Ontario College of Technology, and Saskatchewan Liquor and Trades
- Designed themes (front-end UI) using Liferay Portal
- Created forms by implementing web services and Java methods in Alphinat SmartGuide

## PERSONAL PROJECTS

May 2013 - Present | Mississauga, ON/Waterloo, ON

#### **Hardware Designer**

https://drive.google.com/folderview?id=0B1u68KfFgmsQM2NmT2hRU3FsQTQ&usp=sharing

- Working on hardware DIY project with Steve Jung to create a portable N64
- Brainstorm, design, test, and build a custom portable N64 using the same circuit board

May 2012 - Present | Mississauga, ON/Waterloo, ON

#### **Android Game Developer**

- Design graphical "objects" for the Android game using Adobe Fireworks
- Brainstorm, design, and implement game using Android API and Eclipse IDE
- · Currently working on "Flick 'em": an arcade style game

# **EDUCATION**

University of Waterloo | Sep. 2011 – Present | Waterloo, ON Candidate for Bachelor of Software Engineering

Port Credit Secondary School | Sep. 2009 – Jun. 2011 | Mississauga, ON Ontario High School Diploma