

Jun Mark Torii

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Personal Website: toriizuka.com

Github: <https://github.com/JMtorii>

SUMMARY OF SKILLS

Programming Languages

- Web-related: HTML, CSS, JavaScript, jQuery, JSP, SQL, XML, JSON
- Object-Oriented: C++, Objective-C, Java
- Other: C

Software

- Web experience: Adobe Dreamweaver, Alphinat SmartGuide, Liferay Portal EE, soapUI
- Graphic design experience: Adobe Photoshop, Illustrator, Fireworks
- IDE experience: Android Studio, XCode, Eclipse
- Text Editor: Sublime Text 2
- Source control: Git, SVN, Perforce

PROFESSIONAL EXPERIENCE

Intuit, Inc., Sept. 2013 – Dec. 2013 | Mississauga, ON, Canada

(A company that creates financial software for individuals, accountants, and small businesses)

Software Developer

- Developed mobile app, ProFile Connect, for iOS and Android as the primary developer
- New features include: PDF viewer for Android, iOS 7 look-and-feel, and localization
- Developed in Java and Objective-C using Android Studio and XCode

EmployTouch, Inc. (now Ultimate Software), Jan. 2013 – Apr. 2013 | Toronto, ON, Canada

(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, Canada

(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

toriizuka.com, Oct. 2013 – Present

Status: In progress

<https://github.com/JMtorii/toriizuka-web>

- Creating a personal website as an extension of my LinkedIn account and to display my web development skills.
- Created all image assets using Adobe Fireworks
- Developed all of the code from scratch using Sublime Text 2 and FileZilla

Portable N64, May 2013 – Present

Status: On hiatus

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

- Working on a hardware DIY project with Steve Jung to create a portable N64
- Brainstorming, designing, testing, and building a custom portable N64 using the same circuit N64 board
- Major tasks include: designing battery and charging system, implementing custom controls and screen, and creating a case

Flick 'Em, May 2012 – Present

Status: On hiatus

- Creating an Android arcade game using Android SDK and OpenGL
- Designing graphical “objects” for the Android game using Adobe Fireworks
- Using MVC model to handle events and display objects

EDUCATION

University of Waterloo | Sep. 2011 – Present | Waterloo, ON

Candidate for Bachelor of Software Engineering

Relevant Courses:

- CS 349 – User Interfaces
- CS 341 – Algorithms
- SE 380 – Feedback Controls
- SE 350 – Operating Systems
- CS 247 – Software Engineering Principles
- CS 241 – Foundations of Sequential Programs
- CS 240 – Data Structures and Data Management

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

Ontario High School Diploma

PERSONAL INTERESTS

- Creating and playing video games of all genres and on all platforms (I own over 1000 games in total)
- Watching NBA games and playing basketball (Go Knicks!)
- Reading news on the most modern technology
- Watching funny sitcoms, listening to music, and watching YouTube videos