Jacky Han

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TECHNICAL SUMMARY

Languages
- **Proficient:** C, C++, HTML, CSS, Actionscript/Flash
- **Familiar:** Javascript, Java, C#, XML, SQL, Lua, Shell scripting

Platforms
- Eclipse, Android SDK, Unity, Visual Studio, MySQL, Adobe Flash

Projects
- **MyOwnDJ** (2014)
  - Many open source Javascript API's combined with a user interface for a real-time DJ application
  - Hosted on a website and enhanced visually with CSS
  - Made use of Lua scripts for possibility of translating Myo armband inputs into tangible inputs
- **Scribbler Navigator** (2014)
  - Scribbler Robot programmed to pathfind through a gridded room while detecting, avoiding, and remembering blocking objects in real-time using self-made algorithms using python scripts
  - Commands given through a web app using HTML elements as well as an Android app that used the Android SDK which was programmed in Java and formatted with XML
  - PHP scripts were used to push commands onto a SQL server, which were retrieved by Python
- **Vectorial** (2015)
  - Android and iOS puzzle game created in Unity3d and coded in C#
  - Full game development cycle taken into account; enforcement of rigid timeline and goals
  - Utilised Unity libraries for version control, touch compatibility, and UI elements

Skills
- Experience with program development cycle and models for application development.
- Proficient with strict version control through use of Git and Github
- Leadership skills from experience as high school council president of over thirty participating members.

EDUCATION

University of Waterloo   **Waterloo, ON**
- Candidate for Bachelors of Software Engineering, September 2014 – present
  - Relevant coursework: Data implementation; Time Complexity; Linear and digital circuits; Algorithms; Engineering practices; Algebra; Calculus; Physics

VOLUNTEER/WORK EXPERIENCE

Science Venture Counselor   **Summer 2012 - Summer 2014**
- Accumulated over two hundred volunteer hours teaching science and programming to youths
- Performed various administrative duties such as timeline planning and logistics
- Worked in a team environment that required coordination of over forty staff members

INTERESTS AND EXTRACURRICULARS

- Love of experimentation with technology; built, modified PC's and fixed electronics such as remotes
- Attended the 2015 Canadian Universities Software Engineering Conference in Montreal
- Avid appreciator of games like League of Legends, Smash, and Mass Effect