Jacky Han

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TECHNICAL SUMMARY

Languages and Frameworks
- **Proficient:** C, C++, Javascript, HTML, CSS, Actionscript
- **Familiar:** Java, C#, Python, XML, SQL, Lua, Shell scripting, Node.js, Bootstrap

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

Projects
- **MyOwnDJ** (2014)
  - Open source Javascript API's combined with a user interface creating a real-time DJ application
  - Used CSS to visually enhance the base Javascript UI hosted on a website
  - Made use of Lua scripts for possibility of translating Myo armband inputs into DJ inputs
- **Scribbler Navigator** (2014)
  - Scribbler Robot programmed to pathfind through a gridded room while detecting, avoiding, and remembering objects blocking the way in real-time using in-house algorithms in Python
  - Commands given through a web app using HTML elements as well as an Android app developed in Android SDK using Java and XML
  - Utilised PHP scripts to push commands onto a SQL server which in turn queued them for movement
- **Vectorial** (2015)
  - Android and iOS mobile game created in Unity3d and scripted using C#
  - Full game development cycle taken into account; delegated tasks and set timelines
  - Utilised open source libraries for touch compatibility and UI elements

Skills
- Experience with program development cycle and models for application development and iteration
- Proficient with strict version control through use of Git and Github and tools like Dropbox
- Experience as high school council president; able to lead as well as set reasonable goals

EDUCATION

University of Waterloo   **Waterloo, ON**

- Candidate for Bachelors of Software Engineering, September 2014 – present
  - Relevant coursework: Data structures, Runtime efficiency, Digital and analog circuits, Algorithms, Graph Theory, Software practises

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; builds, modifies PC's and fixes electronics like remotes
- Learned lots at the 2015 Canadian Universities Software Engineering Conference
- Avid appreciator of games like Smash, Mass Effect, as well as many MOBA's