

{ Jacky Chiu }

Software Developer | Software Engineering Student

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Skills

Programming Languages:

C++, C, JavaScript (ES6), Python, Java, Swift

Libraries & SDKs:

MEAN Stack, Stripe.js, ROS, SDL2, iOS SDK

Development Experience:

Object Oriented, Backend (REST API & Database Management), Mobile, Robotics, Web Applications

Misc. Skills & Platforms:

Git, Bash, MongoDB, Linux, OS X, Heroku, iOS

Experience

Trvlnply | Co-Founder & Part-time Software Developer | *June 2016 – Present*

- Sports application aimed to help user's find pick-up games in different cities hosted by organizations
- Developing REST APIs (Node.js) to work as the backend of our mobile and web application
- Database management (MongoDB) and schema designs for schedules of games, sports, and users
- Developing client applications on mobile and web (iOS SDK & Angular.js)

Carleton University | Research & Development Intern | *June 2016 – Sept 2016*

- Researched the process of classifying methylation sites in yeast proteins with machine learning
- Learned machine learning concepts, areas of appliance, framework, and statistics
- Performed feature selections on large datasets and created, trained, and tested multiple classifiers
- Wrote various scripts to automate tasks, used by other interns as well

Carleton Planetary Robotics Team | Software Developer | *Sept 2015 – Present*

- Robotics team building a Mars rover to participate in multiple competitions and complete various tasks
- Developing software for reading sensor data, controlling wheels with motor controllers, and servos to move arms and claw onboard the rover
- Developing software to control rover, read and display incoming data from sensors, and display video feed
- Collaborated with a large software team and teams of multiple disciplines including electrical and mechanical

Education

Carleton University

Bachelor of Engineering (B.Eng.) with Co-op, Software Engineering | *Sept 2015 – Present*

- CGPA: 10.8/12 (A-)
- Dean's Honour List, 2015-16
- Carleton Academic Scholarship, 2015-16, 2016-17
- Faculty of Engineering and Design Entrance Scholarship, 2015-16

deCODE Workshop/Hackathon | *2015 & 2016*

- Workshop/Hackathon aimed to put student with large companies to work and learn on a 2-day project
- Created an web analytics dashboard for website traffic statistics with team of 10 and PageCloud developers
- Received Agile development training from industry experts and developed a cross platform app with You.i TV

Open Source / Personal Projects | (more at jackychiu.github.io/projects)

Checkers (Cross platform) | github.com/VikramBombhi/Checkers

Wrote a traditional checkers game in C++ with SDL2, which features a strong AI player based on the minimax model

Autonomous Robot (McGill Hackathon) | github.com/BenEmdon/RoboHacks_Mapping

Programmed a prebuilt robot to autonomously map a room, and program to display 2D blueprint of said room