

Skills

Development

Unity & C#
Java
Python
PHP & SQL
Processing

Design

Figma
ProtoPie
Autodesk Maya
Rhino
Twinmotion

Adobe

Photoshop
Illustrator
InDesign
Premiere Pro
After Effects

Process

Storyboarding
Sketching
Wireframing
Mockups

Programming Experience

Game Designer & Developer

3 Animals in a Trench Coat
(Academic)

Jan - Apr 2024

- Collaborated in a team of three to design and develop a 2D top-down puzzle adventure game
- Designed the core game mechanics and controls of switching between three playable animal characters and using their different abilities
- Contributed in designing engaging levels and puzzles that suited the game's concept and narrative
- Developed the game in Unity, using C# to program the player mechanics, NPC mechanics, puzzles, and levels

Web Developer

Craft Corner
(Academic)

Nov - Dec 2023

- Collaborated in a team of two to design and develop a website where users can view and publish tutorials for arts and crafts projects
- Developed backend functionalities of the website, including storing and retrieving data from a database, by coding in PHP
- Programmed the filtering of tutorial results based on user selected criteria in checkboxes using AJAX

App Developer

Mystic Walker
(Academic)

Oct - Dec 2023

- Collaborated in a team of two to design and develop an app with the goal of motivating users to spend more time outside by allowing them to collect digital creatures
- Developed the functional app by creating the interface of each page and using Java to program the functionalities in Android Studio

Programmer

Potion Brewing Simulation
(Academic)

Jul - Aug 2022

- Created an interactive simulation for a project by designing interactions that suited the goal of the simulation based on mouse inputs and coding them in Java
- Sketched a storyboard to show the visual layout of the simulation
- Designed and drew 2D images to serve as graphics in the application
- Implemented factory pattern to create major objects and decorator pattern to display features the user added

Design Experience

UI/UX Designer

Mobile App Design
(Academic)

Oct - Dec 2022

- Collaborated in a team of three to design and prototype a fictional app with the goal of helping grandparents learn about their grandchildren's interests
- Created high-fidelity mockups of the pages involved in the app's main functions in Figma, then created a working interactive prototype of it in ProtoPie
- Conducted usability tests with users of the target audience to identify common issues and improve the design

Microsite Developer

Microsite Development
(Academic)

Jun - Aug 2022

- Designed a microsite to showcase interviews of a photographer by collaborating in a team of five for a class project
- Designed and created low and mid fidelity wireframes for pages of the microsite using Figma, which facilitated the creation of high-fidelity mockups and prototypes
- Collaborated with team members to create a sitemap to define the architecture and navigation of the microsite
- Created a prototype for the home page of the microsite using Webflow

Other Experience

Math Tutor

(Volunteer)

Jul 2020 - Apr 2021

- Tutored a group of elementary school students in various mathematical concepts which gave them an existing foundation of knowledge to build on in school
- Hosted weekly tutoring sessions on Zoom
- Worked collaboratively to plan lessons, design practice questions, and create presentation slides on Google Slides to help the students learn and understand the mathematical concepts

Office Assistant

Libra National Inc.

Sept 2018 - Dec 2020

- Demonstrated close attention to detail when producing monthly sales reports by checking and inputting sales data into an Excel spreadsheet

Education

Simon Fraser University

Sept 2021 - Present

- Interactive Arts & Technology, Bachelor of Arts
- President's Honour Roll for Fall 2023
- Dean's Honour Roll for Fall 2023, Spring 2023, and Fall 2022
- Undergraduate Open Scholarship for Spring 2024, Fall 2023, Summer 2023, Spring 2023, and Fall 2022