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4A Computer Science

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Sep. 2015 – Apr. 2020

WORK EXPERIENCE

Yext Inc., New York, NY Jan. 2019 – Apr. 2019
Software Engineering Co-op

- Worked as a full-stack engineer using React for frontend and Golang for backend
- Developed features such as module localization, asset proxy, and user activity log for the Yext Pages product

Zynga Inc., Toronto, ON May 2018 – Aug. 2018
Software Engineer Intern

- Developed and released features for Zynga Poker, a game with millions of daily active users
- Worked on client (Unity + C#), web frontend (JavaScript + CSS), and backend (PHP)

Genesys Laboratories Canada, Markham, ON Sep. 2017 – Dec. 2017
Backend JavaScript Development Intern

- Implemented features such as authorization token refresh, performance metrics, and CSRF for an Express server
- Worked on migrating an existing API from Java to Nodejs and Expressjs
- Automated server load testing and development environment setup with bash scripts

PROJECTS

- Course Reminder, AWS & Nodejs for backend and Angular 4 for frontend,
 - Used AWS Lambda, DynamoDB and API Gateway to implement a server-less backend that tracks the availability of courses that people want to enroll into in UWaterloo
- CC3K, a text-based dungeon crawler game written in C++
- Falling Fox Game, Unity 3D + C#,
<https://kiwi137.github.io/Falling%20Fox%20Game/index.html>
- Snake Game, Phaser + JavaScript, <http://hidden-earth-64217.herokuapp.com>

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Golang, Nodejs, Bash Script, HTML, CSS
Tools/Frameworks: Angular2+, AWS, Expressjs, Git, Mercurial, MongoDB, React, SQL, Unity3D