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## KYNAN T. LY

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### EMPLOYMENT

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<b>Electronic Representative</b>	<b>London Drugs</b>	<b>2015</b>
<ul style="list-style-type: none"><li>• Identify needs of customers.</li><li>• Provided troubleshooting for electronic devices and services if applicable.</li><li>• Cooperated/Coordinated with other electronic departments to become a more dynamic team.</li></ul>		

### EDUCATION

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<b>Edmonton AB</b>	<b>University of Alberta</b>	<b>Fall 2013 – Expected April 2017</b>
<ul style="list-style-type: none"><li>• BSc with Specialization in Computing Science, GPA: 3.2</li><li>• BSc General Computing Science,</li><li>• Undergraduate Coursework: Operating Systems; Databases; Software Engineering; Programming Languages; Comp. Architecture; Compilers; Advance Game Programming; Computer Networks; Image Processing; Functional Languages.</li></ul>		April 2015 – Expected April 2017 September 2013 – April 2015

### TECHNICAL EXPERIENCE

#### Current Projects

- **Software Engineer.** Creation of a database web application for University of Alberta researchers that can both handle large amount of data as well query the data.
- **Image Processing (Python).** Learning the basic of image processing.
- **Implementation of pathfinding algorithm and AI (C#).** Tasked to implement pathfinding algorithm and AI into a turn-based isometric strategy game.

#### Projects (Completed)

- **Database (Python, SQL, RDF).** Convert RDF database/queries into SQLite database/queries. Find shortest distance between 2D objects using values from the online database for locations. Created a database in SQL for vehicle registration.
- **Gazprea Compiler (Java, C, ANTLR, Gazprea).** Created a compiler for a programming language (Gazprea) design by IBM as well as all the associated test code for edge cases and functionality.
- **Operating System (C).** File permissions, Scheduling, and forking.
- **Advance Game Programming (C++).** Pathfinding Algorithm (AStar), Implementation of a StarCraft Broodwar AI
- **Software Engineer (Java).** Created an application that allows the user to post items for trade on a server. Implemented the ability for the user to make request offline and online. Implemented automatic test to ensure functionality.
- **Functional Programing (Lisp, Pearl).** Created solution to the problem sets in both languages efficiently.

### VIDEO GAME EXPERIENCE

#### Current Works

- **Computer and Games (Capstone).** Capstone project for University of Alberta Computer Game Development Certificate. Creation of a finish a turn base strategy video game in Unity.
- **Game Design Principle/Practice.** The fundamentals of game design.

#### Works (Completed)

- **Understanding Video Game.** Completion of a text-based videogame. Learnt different aspect and theories surrounding video games
  - **Computer and Games.** Created a video game in Microsoft Project Sparks. Introduction to video game theory and works.
  - **Interactive Multimedia.** Video games as an educational tool.
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#### **ADDITIONAL EXPERIENCE AND AWARDS**

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- **HackEd 2017:** Worked on a python based sound system, where based on the position of the window it would alter the source location with respect to the window.
- **High School Speak Completion:** Awarded third place in Alberta's Regional Speech Competition in impromptu speech
- **Volunteer Organizations:** Scarecrow Festival, Festival of Trees, John Humphrey Centre for Peace and Human Rights, Self Advocacy Federation.
- **McNally High School Chinese Culture Club:** Participated in Dragon Dance Performance, Supervised and instructed new members of the club to the routine.
- **McNally Student Union:** Active member in Student Union activities from 30Hour Famine to McNally Bikeathon.

#### **Languages and Technologies**

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- C++; C; C#; Java; Python; SQL; RDF; Lisp; Prolog; MIPS; ARM; x86;
- Visual Studio; Android Studio; IntelliJ;