

# MAJOR(JIE) MEI

[majormei814@gmail.com](mailto:majormei814@gmail.com) | 236-995-5665 | <https://github.com/M3IJI3>

## OBJECTIVE

---

Motivated and detail-oriented aspiring software engineer and gameplay programmer with a strong academic background in Information and Computer Technology. Skilled in software development, web maintenance, and cybersecurity, with hands-on experience in building web and desktop applications. Proficient in multiple programming languages including C/C++, C#, Java, Python, and SQL. Familiar with industry-standard game engines such as Unity and Unreal Engine, and experienced in creating interactive features, game mechanics, and user interfaces. Passionate about developing immersive gameplay experiences and writing clean, maintainable code for scalable systems. Seeking an opportunity to contribute to a dynamic and forward-thinking organization where I can apply my technical expertise, creative problem-solving skills, and enthusiasm for both software engineering and game development.

## SKILLS AND ABILITIES

---

**Programming Languages:** C, C#, C++, Java, Python, SQL

**Frameworks and Tools:** ReactJS, Node.js, MongoDB, SpringBoot, CUDA, Unity & UE5(Unreal Engine)

## EXPERIENCE

---

**MSY Computer**, Melbourne VIC, Australia

**Jan 2022 – Jun 2022**

- Managed the day-to-day maintenance and updates of the company's official website, ensuring stability and timely content updates
- Identified and resolved technical issues on the website to maintain high availability and optimal user experience
- Provided technical support to other departments within the company, assisting with website-related issues
- Technology Stack: Angular, Node.js, MongoDB, Linux, Nginx

## EDUCATION

---

**University of Tasmania – Hobart TAS**, Australia

**Aug 2018 – Oct 2021**

Information of Computer Technology (ICT) Degree

**Douglas College – Vancouver BC**, Canada

**Sep 2022 – Dec 2024**

PBD Cybersecurity Degree

## TECHNICAL PROJECTS

---

### Stroke Rehabilitation Self-Test System

Jun 2020 – May 2021

*University of Tasmania*

- Language & Tools: Unity (C#), Xcode (Swift)
- Aim to help stroke patients conduct self rehabilitation testing and training
- By playing games built by Unity, the system analyzes the patient's muscle reaction ability based on the goals achieved in the game

### Social Web Application

May 2023 – Aug 2023

*Douglas College*

- Language & Tools: Native HTML, JS & CSS, Springboot, Thymeleaf
- Aim to help game lovers find their community
- It also provides the feature of online tutorial
- Built simple web server with XAMPP and set up on PhpMyAdmin
- <https://github.com/M3IJI3/GGWP>

### Task Sharing Web Application

Jan 2024 – May 2024

*Douglas College*

- Language & Tools: Bootstrap, Springboot, Thymeleaf
- It provides a task sharing platform
- Users can post and help tasks such as painting, mowing, assembling though websites
- Build simple webserver with XAMPP and set up on PhpMyAdmin

### Expense Tracker Web Application

Jun 2024 – Aug 2024

*Douglas College*

- Language & Tools: React, Node.js, MongoDB
- It supports user processing daily expenses and tracking monthly expenses
- <https://github.com/M3IJI3/ExpenseTracker>