

Michael Kaiwah Xian

Year 2, Computer Science Major

Portfolio: <https://michaelxian.github.io>/<https://michaelxian.github.io/>
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TECHNICAL SKILLS

Languages

Java (5yr), Javascript (6yr), C (2yr), C# (2yr), C++ (2yr), SQL (2yr), Bash (2yr), Python (2yr), AppleScript (4yr), Racket (1yr)

Tools/Environment

Unity (2yr), Google Cardboard (2yr), Virtual Reality (2yr), Machine Learning (1yr), SikuliX (Image recognition, 3yr), StdLib*

Web

React*, PHP (6yr), CSS (6yr), HTML (6yr)

*Currently acquiring

PERSONAL PROJECTS

Shooter AI

Sept 2018 - Present

- Created a simple shooter game using Java, and created neural networks to play the game
- Trained neural networks using genetic algorithm, so far some bots have learned to dodge bullets

Photography Website

Mar 2016-May 2017

- Created a website (HTML/CSS/PHP/JS) to host photography, and a database (SQL) to store image information
- Implemented a form to contact the photographer
- Created admin page for photographer to update photos

Bernarda Alba Visualization

April 2017 - May 2017

- Utilized p5js to procedurally generate 3d models representing each character in Bernarda Alba
- Determined characteristics of models based on data from JSON file containing the Bernarda Alba script

YouTube Channel

Oct 2013 - Present

- Found, recreated, and recorded bugs in multiple games I've played
- Created tutorial on fixing bug in game launcher

VOLUNTEER

Software Developer

Sept 2018 - Present

Code the Change Foundation

YWCA Registration

- Implemented a template for paragraphs using PHP, which was used by other team members in a registration web app for YWCA.

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Tenants Union Website

- *Creating a server to populate a map with rentals/evictions, as well as handle queries for them.*

*Software Developer
Emerging Media Lab
Main Mall Hustle*

Sept 2018 - Present

- *Implemented dashing mechanism in C#, which also allows the user to ignore collision, for a virtual reality experience aimed at familiarizing users with the layout of UBC.*

EXTRA- CURRICULAR ACTIVITIES

*Software Developer
UBC Launchpad
Internado*

Sept 2018 - Present

- *Created module using React to show results from server query on job/internship postings.*

*NwHacks
Cool-It-Bot*

Jan 2019

- *Developed back-end using stdlib to make a chat bot respond when it detects toxic messages.*

*Software Developer
Alma Mater Society Game Development Association (VR branch)
w1ck3dpr0bl3m5*

Sept 2017 - May 2018

- *Worked in a team of 4 with ORICE (the Office of Regional and International Community Engagement) to create a VR experience to help familiarize ASTU 401 students with the "wicked problems" they are dealing with in the course.*
- *Made using Unity, C#, Google Cardboard, Virtual Reality*

WORK EXPERIENCE

*Night Market General Staff
Firework Productions LTD*

June 2015 - October 2015

- *Directed customers to points of interest.*
- *Performed cleaning duties.*
- *Helped with set-up/take-down of the night market.*

EDUCATION

University of British Columbia

Sept 2017 - Present

- *In the Bachelor of Science program, with a specialization in Computer Science. 4.0 GPA.*