

Michael Kaiwah Xian

Year 2, Computer Science Major
404-255 1st St West North Vancouver, BC V7M 3G8
(604)-600-9988 michaelkxian@gmail.com

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 (currently acquiring)

Web

React (currently acquiring), PHP (6yr), CSS (6yr), HTML (6yr)

PORTFOLIO

<https://michaelxian.github.io/>

Notable Examples Include:

- AI using genetic neural networks learning how to play a shooting game
- A Virtual-reality learning aid to help students in the "Wicked Problems" course at UBC
- A photography website with a database and contact form
- A YouTube channel containing some bugs I've found, recreated, and recorded

VOLUNTEER

Software Developer

Sept 2018 - Present

Code the Change Foundation

- Implemented a template for paragraphs using PHP, which was used by other team members in a registration web app for YWCA.
- Creating a server to populate a map with rentals/evictions, as well as handle queries for them.

Software Developer

Sept 2018 - Present

Emerging Media Lab

- 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.

Volunteer

April 2016 - Sept 2018

Pacific Spirit Park Society

- Removed invasive species from the Pacific Spirit Park, and re-planted native species.

EXTRA-CURRICULAR ACTIVITIES

Hackathon

Jan 2019

NwHacks

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

Software Developer

Sept 2018 - Present

Launchpad

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

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Software Developer *Sept 2017 - May 2018*
Alma Mater Society Game Development Association (VR branch)

- *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*

EDUCATION *University of British Columbia* *Sept 2017 - Present*
• *Currently in the Bachelor of Science program, with a specialization in Computer Science. 4.0 GPA.*

WORK EXPERIENCE *Night Market General Staff* *June 2015 - October 2015*
Firework Productions LTD
• *Directed customers to points of interest. Performed cleaning duties. Helped with set-up/take-down of the night market.*