



Michael Kaiwah Xian

Year 3, Computer Science Major
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TECHNICAL SKILLS

Languages

Java (6yr), Javascript (3yr), PHP (2yr), CSS (6yr), HTML (6yr), C (2yr), C# (2yr), C++ (2yr), SQL (2yr), Bash (3yr), Python (2yr)

Technologies

Kubernetes*, OpenShift*, MiniShift*, Jenkins*, Kafka*, React*, Unity (2yr), Google Cardboard (2yr), Virtual Reality (2yr), Machine Learning (1yr), SikuliX (Image recognition, 3yr)

*Currently acquiring

WORK EXPERIENCE

Software Developer Co-op - Global Relay Communications Sept 2019 - Present

- Created APIs for services and exposed them through Kubernetes routes for increased control of mocks.
- Refactored libraries/command line tools for increased readability and testability.
- Worked with distributed systems using Kubernetes/OpenShift/MiniShift.
- Developed a microservice based solution for compliance in the financial industry using Agile methodology.
- Utilized Jenkins pipeline for continuous integration.

VOLUNTEER

Software Developer - Code the Change Foundation Sept 2018 - Sept 2019
YWCA Registration

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

Tenants Union Website

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

Software Developer - Emerging Media Lab Sept 2018 - Present
Main Mall Hustle

- 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. Used agile workflow.

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PERSONAL PROJECTS

- Project Lila* Oct 2018 - Present
- Top down 16-bit ARPG.
 - Developed context menus for UI and worked on inventory system.
- Shooter AI* Sept 2018
- 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* Apr 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.

EXTRA-CURRICULAR ACTIVITIES

- Software Developer - UBC Launch Pad Internado* Sept 2018 - Present
- Created module using React to show results from server query on job/internship postings. Created authentication endpoint. Used agile workflow.
- Hackathon - NwHacks Cool-It-Bot* Jan 2019
- Developed back-end using stdlib to make a chat bot respond when it detects toxic messages.
- Software Developer - AMS Game Development Association* Sept 2017 - May 2018
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- 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
- In the Bachelor of Science program, with a specialization in Computer Science. 4.0 GPA.