

Michael Kaiwah Xian

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| TECHNOLOGY SKILLS | Java, C, C#, C++, Javascript, SQL, PHP, CSS, HTML, Bash, Racket, AppleScript, Python, Unity, Google Cardboard, Virtual Reality, Machine Learning | |
| PORTFOLIO | <p>https://michaelkxian.github.io/ Notable Examples:</p> <ul style="list-style-type: none">• 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 and database• A YouTube channel containing some bugs I've found, recreated, and recorded | |
| WORK EXPERIENCE | <i>Phone Case Retailer</i> | May 2017 - Sept 2017 |
| | <ul style="list-style-type: none">• Sold phone cases and fidget spinners. Stocked items | |
| | <i>Night Market General Staff</i> | June 2015 - October 2017 |
| | Firework Productions LTD | |
| | <ul style="list-style-type: none">• 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 |
| | <ul style="list-style-type: none">• Currently in the Bachelor of Science program, with a specialization in Computer Science. 3.9 GPA. | |
| VOLUNTEER | <i>Software Engineer</i> | Sept 2018 - Present |
| | Code the Change Foundation | |
| | <ul style="list-style-type: none">• Working on a registration web app for YWCA. | |
| | <i>Volunteer</i> | April 2016 - Present |
| | Pacific Spirit Park Society | |
| | <ul style="list-style-type: none">• Removed invasive species from the Pacific Spirit Park, and re-planted native species. | |
| EXTRA-CURRICULAR ACTIVITIES | <i>Software Engineer</i> | Sept 2018 - Present |
| | Launchpad | |
| | <ul style="list-style-type: none">• Working on a website to consolidate job/internship postings, and generate portfolios for students. | |
| | <i>Software Engineer</i> | Sept 2017 - May 2018 |
| | Alma Mater Society Game Development Association (VR) | |
| | <ul style="list-style-type: none">• 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 | |