## 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**

https://michaelxian.github.io/

Notable Examples:

- 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 and database
- A YouTube channel containing some bugs I've found, recreated, and recorded

## WORK EXPERIENCE

Phone Case Retailer

May 2017 - Sept 2017

• Sold phone cases and fidget spinners. Stocked items

Night Market General Staff

June 2015 - October 2017

Firework Productions LTD

• 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

• Currently in the Bachelor of Science program, with a specialization in Computer Science. 3.9 GPA.

#### **VOLUNTEER**

Software Engineer

Sept 2018 - Present

Code the Change Foundation

• Working on a registration web app for YWCA.

Volunteer

April 2016 - Present

Pacific Spirit Park Society

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

# EXTRA-CURRICULAR ACTIVITIES

Software Engineer

Sept 2018 - Present

Launchpad

 Working on a website to consolidate job/internship postings, and generate portfolios for students.

Software Engineer

Sept 2017 - May 2018

Alma Mater Society Game Development Association (VR)

- 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