

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://michaelkxian.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 *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.

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 - Sept 2018
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