

Michael Kaiwah Xian

404-255 West 1st St North Vancouver, BC V6Y 4C8
(604)-600-9988
michaelkxian@gmail.com

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: <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	