



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*, Mockito*, Guice*, Armeria*, Spring Boot*, 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 using Armeria/Spring Boot for services and exposed them to outside traffic through Kubernetes routes.
- Unit tested my features using JUnit, Mockito, and Guice.
- 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.

EXTRA-CURRICULAR ACTIVITIES

Software Developer - UBC Launch Pad Sept 2018 - Present
Internado

- Created module using React to show results from server query on job/internship postings. Created authentication endpoint. Used agile workflow.

Hackathon - NwHacks Jan 2019
Cool-It-Bot

- 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.

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VOLUNTEER	Software Developer - Code the Change Foundation YWCA Registration	Sept 2018 - Sept 2019
	<ul style="list-style-type: none">• 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	
	<ul style="list-style-type: none">• 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 Main Mall Hustle	Sept 2018 - Present
	<ul style="list-style-type: none">• 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.	
PERSONAL PROJECTS	Project Lila	Oct 2018 - Present
	<ul style="list-style-type: none">• Top down 16-bit ARPG.• Developed context menus for UI and worked on inventory system.	
	Shooter AI	Sept 2018
	<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none">• Found, recreated, and recorded bugs in multiple games I've played.• Created tutorial on fixing bug in game launcher.	
EDUCATION	University of British Columbia	Sept 2017 - Present
	<ul style="list-style-type: none">• In the Bachelor of Science program, with a specialization in Computer Science. 4.0 GPA.	