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 methedology.*
- *Utilized Jenkins pipeline for continuous integration.*

VOLUNTEER

Software Developer - Code the Change Foundation   Sept 2018 - Sept 2019
YWCA Registration
- *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
- *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   Sept 2018 - Present
Main Mall Hustle
- *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.*

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PERSONAL PROJECTS

Project Lila   *Oct 2018 - Present*
- *Top down 16-bit ARPG.*
- *Developed context menus for UI and worked on inventory system.*

Shooter AI   *Sept 2018*
- *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.*

Photgraphy Website   *Mar 2016 - May 2017*
- *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*
- *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*
- *Found, recreated, and recorded bugs in multiple games I've played.*
- *Created tutorial on fixing bug in game launcher.*

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*
w1ck3dpr0bl3m5
- *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.*

EDUCATION

University of British Columbia   *Sept 2017 - Present*
- *In the Bachelor of Science program, with a specialization in Computer Science. 4.0 GPA.*