

Jack He

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Experience

Software Engineer Intern

July, 2019 - August 23rd, 2019



- Implemented sharing and downloading feature for the GoA application.
- Developed the settings page, tutorial page, and assignments page.
- Fixed bug that automatically logged out users spontaneously.
- Tools used: Git, Swift, UIKit, Javascript, Python

Github: <https://github.com/mcspeedy3>

LinkedIn: <https://www.linkedin.com/in/jack-he-845587161/>

Skills

Python, Swift, Javascript, HTML, CSS, Bash, Git, Github, BitBucket.

Personal Projects

- <https://mcspeedy3.github.io/OneWord/>

OneWord is an application I built to help people with eyesight issues read small text. Users who wish to read a long and tedious PDF document or article can copy + paste long paragraphs into OneWord and let the app read it for him one word at a time.

Tools used: Javascript, Git, HTML, CSS, bash

- <https://mcspeedy3.github.io/ICBCRoadTestSimulator/>

Road Test Simulator is an educational game I developed after I failed my first attempt at the road test. I failed not due to skills, but lack of observational knowledge. Road Test Simulator attempts to prepare users for the knowledge portion of the test.

Tools used: Javascript, Git, HTML, CSS, bash

- <https://github.com/mcspeedy3/ConcentrationGame/>

Concentration is a popular game that tests memorization.

Tools used: Swift, UIKit, XCode IDE, Git, bash

- <https://www.success-cubed.com>

Success-Cubed is a self help tool for students in HS struggling with basic Calculus.

Tools used: Bootstrap, HTML, CSS, Github

Education

University of British Columbia - *Bachelor of Science, majoring in Computer Science*
September 2019 - April 2023 (expected graduation date)

References:

Greg Marr
Calculus and Physics teacher
gmarr@sd38.bc.ca

Roland Tecson
Project Manager
roland@gameofapps.org