

# Quinton Mak

## Honours Math Student

Has prior experience in object oriented programming and able to learn new technologies quickly. Possesses strong independent work skills and experience working with other individuals from volunteering and managing a club.

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## EDUCATION

### High School Diploma

Pierre Elliott Trudeau High School

09/2017 - 06/2021

### Honours Mathematics, Coop

University of Waterloo

09/2021 - Ongoing

## VOLUNTEERING/EXTRACURRICULAR ACTIVITIES

### Summer Camp Counselor

North York Chinese Baptist Church

06/2017 - 07/2019

Day camp for children ages 4-11

- Supervised a variety of activities for 10 – 20 children at a time, from 4 - 11 years old.
- Demonstrated the ability to handle difficulties in the camp.
- Ensured a safe environment when the children played sports or games.
- Worked with a team of other volunteers to ensure the successful execution of the summer camp program.

### Executive Member

Principia Science Club

09/2019 - 06/2021

Club devoted to spreading the knowledge and passion for scientific topics

- Planned and executed weekly activities with other executive members.
- Gave presentations and demonstrations of scientific topics to 5-10 participants each week.
- Helped facilitate the transition from in person to online meetings.

### Peer Tutor

Isci Peer Tutoring Club

09/2019 - 06/2021

Tutored students in math and science topics

- Answered questions that students had about math and science.
- Explained topics that students struggled with or missed in class.

## SKILLS

Java

HTML

CSS

Javascript

Object Oriented Programming

Teamwork

Communication

Time Management

Organization

## PERSONAL PROJECTS

Armatech (06/2021 - 07/2021)

- A story game with various enemies and exciting boss fights.
- This project was made in Unity, using C#.
- Find the project [here](#). ↗

Cosmic Resistance - Tower Defense  
(06/2021 - 06/2021)

- A tower defense game where the player must hold off the enemies for as long as possible.
- This game was made in Greenfoot, a Java IDE. I made the grid system, and worked on the tower and enemy classes.
- Find the project [here](#).

The Quest for Xommuria (12/2019 - 01/2020)

- The Quest For Xommuria is a game where the player embarks on an adventure to defend the Kingdom of Xommuria.
- This game demonstrates basic object oriented programming concepts such as classes, encapsulation and inheritance.
- This game was made in Greenfoot, a Java IDE.
- Find the project [here](#).

## CERTIFICATES

DaVinci Resolve Fundamentals (07/2021 - 08/2021)

HTML Essential Training (10/2021 - 11/2021)

Introduction to CSS (11/2021 - 12/2021)

## LANGUAGES

English

Native or Bilingual Proficiency

Cantonese

Limited Working Proficiency

## INTERESTS

Programming

Game Design

Mathematics