



# Quinton Mak

<https://quintonmak.github.io/React-Website/>

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## Technical Skills

**Languages:** HTML/CSS/JavaScript, Python, SQL, Java, C, C#

**Technologies:** React, Node, Express, REST, Numpy, Pandas, SQLite, Unity

**Tools:** Git, Github, VSCode, Windows, Linux, Bash

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## Experience

### North York Chinese Baptist Church

Developer

August 2022 - September 2022

- Automatically retrieved event data from the church database which decreased the time needed to manually update the calendar.
- Used **HTML**, **CSS**, and **JavaScript** to display calendar data on the church website in a user-friendly format.
- Used **Google Sheets** API to update a spreadsheet with 100+ entries from church database, eliminating the need for manual input.

### Waterloo Experience Accelerate Program - Manulife Stream

Project Team Member

May 2022 - August 2022

- Used **Javascript** to send text messages and emails to clients.
  - Automated a storage facility's security system using **HTTP** requests.
  - Learned front-end and back-end web development tools including **React**, **Node**, **Express** and **REST/GraphQL**.
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## Projects

### Http-atrium-cdvi

July 2022

- Contributed to a open source npm package that interacts with Atrium CDVI smart locks.
- Created **Javascript** functions to make GET and POST requests for user data.
- Used rc4 encryption scheme to send and receive data from the CDVI web service.
- Wrote documentation for future developers to use and contribute to the package.

### HawkHacks 2022: Geodude

May 2022

- Collaborated with a team to build a Discord bot in **Python** that plays Geoguessr with themed locations.
- Used **google\_streetview** and **googlemaps** APIs to load geographical data.
- Stored possible locations in Excel files and accessed the data using **pandas** and **SQL**.
- Won award for Best Discord Bot.

### Cosmic Resistance

June 2021

- Designed a tower defense game in Greenfoot, where the player must hold off the enemies for as long as possible.
  - Designed the grid system in **Java** to track the location of towers and enemies. Used **Object Oriented Programming** to implement these features.
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## Education

### University of Waterloo

Candidate for Bachelor of Mathematics (Data Science) (GPA: 3.96/4.00)

Waterloo, ON

September 2021 - May 2026