SHAWN YAT SIN

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PROJECTS

Productivity Dashboard   2025
Implemented an interactive task manager that allows users to add, edit, delete, mark complete, reorder, and filter tasks. Features persistent storage with LocalStorage, inline editing, drag-and-drop reordering, and a responsive, clean UI.
Tools used: *HTML, CSS, JS, DOM Manipulation, LocalStorage*

Web-based Board Game App   2025
Developed an interactive web app featuring Checkers and Konane, playable in local 1v1 or AI modes. Implemented an AI opponent using Minimax with alpha-beta pruning and multiple difficulty levels. Designed scalable boards and responsive UI with Tailwind CSS.
Tools used: *React, TypeScript, Vite, Tailwind, Canvas/SVG*

Chef Claude   2025
Built a single-page web application that generates recipes based on the ingredients you have on hand, powered by Claude AI.
Tools used: *React, React State, React Forms, Express.js, Node.js, Anthropic Claude AI*

SMARTLY Goals   2025
Built an interactive SMART goal-setting platform that uses an AI-powered review system to evaluate and refine user-generated goals. The app provides real-time feedback for each SMART component and allows users to export their finalized goal as a formatted PDF.
Tools used: *React, JavaScript, Vercel Serverless Functions, HuggingFace Inference API, Llama 3 Model, HTML/CSS, Node.js*

Portfolio Website   2025
Designed personal website intended for recruiters to learn more about me, my projects and my qualifications.
Tools used: *JavaScript, HTML, CSS*

Mars Rover Simulator   2025
Collaborated in a 7-member agile team to develop an interactive Mars rover simulator (pygame) integrating NASA's HRSC MOLA dataset for realistic terrain modeling. Designed and implemented a tab-based project management interface, modular pathfinding algorithms (A, BFS, DFS), and persistent data storage with SQLite. Followed the full software engineering lifecycle—writing specification and design documents, applying version control, and streamlining workflows.
Tools used: *Python, pygame, SQLite, Jira*

SKILLS

Programming Languages: Python, Java, Swift
Web Technologies: JavaScript, Typescript, HTML, CSS, SQL, Tailwind, Vite
Frameworks: Express.js, Node.js, React, Bootstrap
Libraries & APIs: Pandas, BeautifulSoup, JSON, Axios, HuggingFace
Dev Tools: GitHub, Git, Azure DevOps, Docker, Visual Studio Code, PostgreSQL, Xcode, Postman, Unix, Jira
Testing: JUnit, unittest, Cucumber
Microsoft Office: Word, Excel, PowerPoint

Languages: English, French (fluent)

EDUCATION

McGill University, Montreal, QC, Canada   3.71/4.00 (CGPA)
B. Sc. Software Engineering   Sep 2021- Apr 2025

INTERESTS

Full-stack Development, Mobile Apps, Productivity Apps