**Languages:** C++, C#, C, Java, Python, Haskell, JavaScript, Scheme

**FrameWorks:** Unity, OpenGL, React Native, Node.js, Express, NPM, Android Studio, XCode

**Education:** Bachelor of Computer Science, Game Development Stream

**Interests:** Game, Japanese, Sewing, Crafting, Cooking, Drawing

**WORKING EXPERIENCE**

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**Teaching Assistant for Computer Science faculty**

<http://carleton.ca/>

**Jan 2017-Current**

* Graded assignments and tests enhancing my knowledge with respect to different programmer’s code styles as well as problem solving through processes.
* Held office hours every week where I explained the same concept in various ways to suit the needs of various students.
* Taught with different programming languages and technique for the course materials, including JavaScript, Haskell, Python, C++, and Java

**Embedded Software Developer**

<http://www.nokia.com/en_int>

**May 2017-Aug 2017**

* Self-taught the new booking software and bug fixed when importing into the original system.
* Analyzed difference between two different databases through MySQL Database.
* Wrote script to migrate two databases using Python**.**
* Generated instruction for the future users to get familiar with the new system.

**APPLIED PROJECTS**

|  |  |
| --- | --- |
| **Team Member** | 2017 Fall |

3rd Year Game Development Project – “The Fly Game”

* Created a C++ game engine with box collision, crafting system, and 2d physics using OpenGL with Model-View-Controller design structure.
* Worked with a team using version control Github

|  |  |
| --- | --- |
| **Full Stack Developer** | 2017 Winter |

3rd Year Software Engineering Project – “Dinder”

* Created an Android app using Android Studio
* Designed graphical interface for multiple features
* Implemented different features using API function calls.