YeeJing Shin (Kennet)

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GitHub: https://github.com/WoofWoof0

Education

University of Saskatchewan | **Summer 2023**

Bachelor of Science in Computer Science

Skills

• Languages: Python, Scala, C, C#, Java, Bash Scripting, Assembly, JavaScript

• Utility/Tools: Git, JetBrains, Replit, Visual Studio

• Database Software: SOLite

• Operating Systems: Window, Linux

Projects

Discord bot - ProcrastinatorBot (Personal Project)

Link: https://github.com/WoofWoof0/DiscordBot-Project-ProcrastinatorBot

- ProcrastinatorBot was developed as a solo project that is designed to enhance users' experiences within the
 discord server by integrating with various API and libraries, including Jokes API, Discord, Flask, Json,
 Asyncio and Threads.
- Employed the Threads library to run asynchronous tasks concurrently, ensuring multiple tasks can be executed simultaneously.
- Used Git version control for version tracking and effective code management.
- Implemented a solution for the continuous running of a Discord bot by using Flask and configured UptimeRobot for monitoring and uptime checks.

- Practiced effective comment writing to enhance code readability and aid understanding, contributing to the project's development as a solo contributor.
- Participated in forums such as Stack Overflow for problem-solving, demonstrating a willingness to seek help and self-learning.
- Proactively engaged in continuous learning by staying updated of API library changes, diligently updating the source code, and seamlessly integrating new functionalities into the bot to enhance its capabilities.

Banking Software - FinanceTracker (School Project 1)

Link: https://github.com/WoofWoof0/CMPT370-project

- Finance Tracker is a management application that allows users to create an account to manage several bank accounts, check on the news and other assets all in one safe place.
- Integrated the Plaid API for secure access to banking information and libraries such as Json, AppJar and DateUtil.
- Utilized the AppJar framework for GUI development, providing an intuitive user interface.
- Proficient in object-oriented programming, with hands-on experience in designing and implementing software solutions using principles of encapsulation, inheritance, and polymorphism.
- Employed Git version control in Pycharm for efficient collaboration with team members and code management.
- Worked in a team of 5, collaborating on design decisions, feature implementation, and problem-solving.
- Proactively engaging in effective communication with team members during meetings, fostering collaboration and ensuring alignment among team members.
- Demonstrated effective time management by efficiently balancing project tasks and deadlines, ensuring timely completion of deliverables and milestones.

Unity Game - HeroicCrossy (School Project 2)

Link: https://github.com/WoofWoofO/GameDesign-Project

- Heroic Crossy is a unity game combination of elements of Crossy Road and RPG genres developed in C#.
 Players have to navigate through perilous environments filled with obstacles(enemies), all while collecting coins, leveling up their characters, and uncovering the secrets of the world around them.
- Productively collaborating with a team of 5 on various aspects of Unity game project, while being responsible for implementing the SFX to enrich the gaming experience of players.
- Applied fundamental rendering skills to optimize the game for smoother and more immersive player gaming experience.
- Utilized the Git version control for effective collaboration with team members and code management.
- Initiated self-learning and actively sought out new ideas through independent research, online resources, and consultations with professors to expand my understanding beyond the scope of our class curriculum.
- Contributed to a collaborative team environment by actively attending every weekly stand-up meeting, participating in brainstorming sessions and discussing solutions for challenges alongside team members.
- Demonstrated effective time management by prioritizing assigned tasks, meeting deadlines, and effectively allocating time for sound effect implementation within the project timeline.