Yoobin Nam

New Westminster, BC
yoobin_nam@sfu.ca

Software System – Computing Science
Simon Fraser University

SKILLS

Language

- C++, C, C#, Python, Java, Javascript, Typescript, html, CSS

Framework & Library

- Angular, Next.js, React, Jquery, Three.js, Express.js

Operating Systems

- Microsoft Window, Linux, Mac

Applications

- Unity, Git & GitHub, VirtualBox, Docker, PostgreSQL, Mysql, MongoDB

EXPERIENCE

Computer Web Graphics (2023. Summer)

Create 2d Pacman game & 3d graphic

- Using WebGL api, which was used on the actual website, learned the elements that could be more interesting to users in frontend
- Implemented that the appearance and position of the graphic object changes according to the input values of the keyboard and mouse
- Implemented a function that calculates collisions between objects to make a pacman game that can be operated in practice

Server-side & Client-side Development (2023. Winter)

Group project : create community web-site

- Using Html, CSS, Javascript, Typescript, NodeJS, Postgresql, Docker, Angular, Jquery
- Implemented UI through Jquery library and Angular that I have used through web1 class
- Built a database and create a table to keep records of user login history, chat log, and users' posts
- Used external map API to store user's location and find nearby users
- Built a server that can access https request with Google Cloud Platform (GCP)

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JAVA project with Object-Oriented Programming (2022. Fall)

Group project : create 2d game

- Using Java
- Version control with git
- Wrote features for random maze generator with binary search algorithm
- Practice for optimizing code at the end
- Found potential errors as a user's position & fixed the error
- Created video that appeal to users and explain game features

Client-side Development (Web1) (2022. Fall)

Personal project: Create frontend web page

- Using Html, CSS, Javascript, Typescript, Angular, Jquery
- Using local and session storage in the web, save the user request while the web is running

Mechatronics Design (2022. Spring)

Group project : build robot design to solve problem and apply the code

- Using C, and robot kits
- Identified problems and resolve them within a given time to solve a given task (maze solve, line detector, and barcode reader)
- Selected the best option through communication with group members to improve problem solving

Unity 2D games (2022. Spring)

Personal project: create 2d games with C#

- Created various 2D games by deciding on the design and operation of game objects with Unity
- Registered with the Google Play Store to learn how to collect data and information used by real users
- Learned about the concept and processing of revenue creation using Google Advertising API

EDUCATION

Simon Fraser University, Burnaby, BC **(2022. Spring ~ Present)**
BSc. Computer Science – Software System

Douglas College, New Westminster, BC **(2020. Fall~ 2021. Fall)**
Computing Science