

# Albert Cao

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## Qualifications

- Full-stack developer with a thorough understanding of both front and back-end design principles
- Powerful analytical problem-solving skills developed through coursework and self-directed projects
- Strong knowledge of research design and analysis acquired from hands-on academic experiences
- Effective oral communication skills established in group project and workplace environments
- Robust writing expertise refined by authoring research papers and argumentative essays
- A keen eye for detail matured through positions in software development, retail, and government

## Technical Skills

- Operating Systems: Windows, macOS, iOS, Ubuntu Linux
- Programming Languages: C/C++/C#, Python, HTML5, CSS, JavaScript/jQuery, Bootstrap, SQL
- Development Tools: Microsoft Visual Studio, Microsoft ASP.NET, Git, Unity
- Microsoft Office Suite: Word, Excel, PowerPoint

## Education

### Simon Fraser University

Major: Bachelor of Arts, Cognitive Science

### Burnaby, BC

September 2014 – Present

- Cognitive Science is the interdisciplinary study of the mind and its processes, incorporating ideas from Psychology, Philosophy, Linguistics, and Computer Science. Topics of interest include consciousness, language, learning, information processing, and decision making.

## Relevant Courses

- User Interface Design
- Intelligent Systems
- Data Structures and Programming
- Introduction to Game Studies: Theory and Design
- Foundations of Semantics

## Software Development

### Virtro Technology Inc.

Computational Linguistics Developer

### Vancouver, BC

April 2019 – September 2020

- Designed, developed, and maintained a web-based application for the purposes of creating and driving story-based content for the *Argotian* project
- Built, connected, and managed SQL databases to store content for the *Argotian* project
- Programmed, maintained, and quality-tested language assessment tools for data analytics
- Built and refined neural network models for natural language understanding
- Further developed C# skills by implementing a dialogue system for the *Argotian* project in Unity
- Wrote NPC character dialogue and contributed to story development for the *Argotian* project
- Designed English language assessment rubrics for speaking, listening, and understanding
- Collaborated daily with a tight-knit team in an agile environment

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## Customer Service

### Elections BC/City of Coquitlam

Election Official

### Coquitlam, BC

April – May 2017, October 2018

- Demonstrated professional interpersonal skills by greeting, guiding and educating voters
- Verified and registered voters (electronically and by hand) to ensure proper balloting
- Ensured the integrity of the final vote count by organizing, interpreting, and recording all ballots

## Value Village

Team Member (Sales/Production)

### Coquitlam, BC

May 2015 – January 2016

- Developed strong communication skills by providing friendly and effective customer service
- Handled administrative tasks such as cash register management and fitting room supervision
- Collected, organized, and recorded inventory of donations in the warehouse area
- Worked with a large team in a value-driven retail environment

## Food Service

### A&W Restaurants

Line Cook/Prep Cook

### Coquitlam, BC

January 2014 – May 2015

- Successfully collaborated with team members to assemble orders accurately and efficiently
- Prioritized and completed tasks simultaneously across three stations (fryer, grill, bun dressing)
- Adapted to the changing needs of customers in a fast-paced, high-intensity environment
- Facilitated the training of team members in all kitchen preparation and cooking procedures
- Managed weekly inventory and reduced waste by regularly organizing and counting kitchen materials

## Community Outreach

### City of Coquitlam Summer Camps

Volunteer Leader

### Coquitlam, BC

June – August 2011

- Supervised and led children aged 3-5 and 8-11 in a variety of indoor and outdoor activities, ensuring a fun and safe environment

## Honours and Recognitions

### Dean's Honour Roll

Fall 2016, Fall 2017, Spring 2018

- Awarded to students who achieve a term GPA over 3.50 (out of 4.33)

## Activities and Interests

### Fine Arts

- guitar-playing, pencil-sketching, digital-illustrating, digital-designing, film-making

### Comedy

- improvising, comedic-writing, pod-casting

### Technology

- computer-building, troubleshooting, programming, innovation-tracking