

KIRBY CHIN

 - <https://kirbychin.com> - <https://github.com/kabicin>

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, , ON, Canada

EDUCATION

University of Toronto

Sept. 2017 to May 2022

Candidate for Bachelor of Science in Computer Science

SKILLS

Programming: Bash, C++, Java, JavaScript, PHP, Python

Tools: MySQL, JUnit, Kubernetes, Docker, Prometheus, Grafana, Elastic Stack, OW2 ASM

EMPLOYMENT

University of Toronto Institute for Aerospace Studies

May 2021 to Aug. 2021

Web Based Application Programmer

- Developed a virtual drone build and fly simulator in Angular using Three.js and Phaser 3.
- Designed part selection interface with a 3D mesh viewer and obstacle course with Matter.js physics.
- Collected 3D drone assets and altered them in Blender to create custom 2D sprite sheets.

Kidney Health Education and Research Group

Oct. 2020 to Feb. 2021

Software Developer

- Updated and secured multiple (5) WordPress websites on a daily and on-call basis.
- Integrated Google Drive API file storage management on an academic paper writing tool in PHP.
- Generated cron jobs that serve automatic email reminders to employees for payroll and work updates.

IBM Canada Ltd.

May 2019 to Aug. 2020

Full Stack Software Developer Intern

- [Developed Java printStackTrace\(\) method override using Java reflection and Bytecode injection.](#)
- Updated and migrated software tools running on Red Hat Enterprise Linux and AIX.
- Provided customer service for multiple (3) managerial reporting tools.
- Bypassed breaking changes in IBM Java SDK 8 that prevented IBM internal products from updating.
- Configured application monitoring on a microservices-based application in Red Hat OpenShift.
- Deployed CI/CD pipeline using Tekton and ArgoCD for a web application on IBM Cloud Private.
- [Created Grafana dashboard for Microprofile Metrics.](#)
- Wrote Docker Compose scripts for building up Prometheus/Grafana and Elastic Stack instances.
- [Published a blog article on centralized logging using Websphere Application Server.](#)

PROJECTS

Eidos Engine (C++ Graphics Renderer)

Dec. 2020 to Current

- Developed an object renderer in C++ using OpenGL for development of a game engine.
 - Created basic objects and implemented picking using ray casting.
 - Supports Wavefront file meshes and integrates Phong Tessellation.

Dynasty House Restaurant Website (Full Stack Web Development)

Sept. 2018 to Current

- Developed a restaurant website in React, Node.js, MySQL and Nginx.
 - Previously developed and migrated the website off of a LAMP stack.
 - Secured and maintained a Linux Ubuntu server using virtual hosts.

Arcade Wonderland (Android/Java)

Aug. 2018 to Feb. 2019

- Created a rhythm game using Java with OpenGL for Embedded Systems.
 - Used an open source library to parse MIDI files for generating beat sequences.

Menu Select (Qt/C++ Receipt Printer)

Jul. 2018 to Aug. 2018

- Receipt printing software that translates numeric orders into text printable receipts written in Qt.
 - Connects to a local SQLite database to retrieve and calculate total prices
 - Tested on EPSON TM T20III thermal receipt printer.

REFERENCES

- References available upon request.