

## Technical Skills

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- **Operating System:** Windows, Mac OSX, Linux, IOS, Android
- **Programming Language:** Java, C++, Objective-C, C#, C, JavaScript, OpenGL, Ruby, Ruby on Rails, SQL, JNI, Python, Visual Basic, Perl, Scala, HC12, Haskell, OpenCV, XML, HTML, CSS
- **Programming Software:** MS Visual Studio, Eclipse, Matlab, JetBrains IntelliJ IDE, CodeWarrior, DesignWorks
- **Designing Software:** MS Office, Adobe Photoshop, Flash, Dreamweaver, InDesign, Illustrator, Fireworks, Blender

## Work Experience

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### **SAP (Vancouver)**

*Sep 2012 ~ Apr 2013*

*Software Developer*

- Worked as a software developer in The A-Team for Crystal Report project.
- Developed and debugged JAVA application with Eclipse.
- Developed a simple Android app on TGIF.
- Applied Agile-Scrum software development model in daily work.

## Projects

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### **Million Arthur Unofficial Desktop Client**

*Oct 2013 ~ present*

*Developer & Tester*

- Developed an unofficial desktop client for mobile game – Million Arthur which is created by Square Enix.
- Implemented the client by using C# and .Net Framework.
- Used network and database technology, such as Encrypted server-client transmission, REST API, Object Serialization, SQLite database processing.
- Adopted multithreading to handle numbers of account with several HTTP requests in a single client process.
- Synchronized every user actions and HTTP requests and responses.
- Got over 2,000 users in the first month.

### **Web-based Course Planning System**

*Jun 2012 ~ Jul 2012*

*Developer & Tester*

- Developed a web-based course planning system by using Ruby on Rails.
- Designed object model and data structure can be used by advisor create graduation requirement.
- Designed algorithm providing accurate planning suggestion for students

## **Projects** (continued)

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### ***Voice Recognition Calendar on IOS***

*May 2011 ~ Aug 2011*

*Lead Developer & Website Designer*

- Developed Objective-C based voice recognition calendar which was designed for blind people.
- Integrated OpenEars Library to the application, in order to implement voice recognition feature, text-to-speech feature, and user-voice interaction.
- 5 people in a team arranging two meetings per week, and maintained regular meeting until the end of this project.
- Designed a project website to show the progress of our project by using knowledge of HTML and Adobe design suite to create and decorate the website.

### ***Raytrace Rendering Application***

*Nov 2011*

*Developer & Tester*

- Developed a 3D rendering application using C++ which output realistic rendered images.
- Used Raytrace as main rendering algorithm and applied matrix calculation to calculate vertices in coordinate.
- Wrote a file reader which can get data from ppm and scn files.

### ***HDR Image Generator***

*Jul 2013*

*Developer & Tester*

- Developed an application that can generator HDR image from a sequence of image with different exposure.
- Used Matlab and OpenCV to develop two version of the generator.
- Applied both global and local tone mapping to the image to get an accurate and nice HDR image.

## **Education**

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### **Simon Fraser University**

*Fall 2009 ~ present*

*Bachelor of Science, Major: Computing Science / Minor: Economics*

## **Interest**

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- Sports: Basketball, Table Tennis, Badminton.
- Photography: Record every spectacular, and edit by using Photoshop.
- Overclocking: Overclock computer hardware, and design cooling system.
- Game: Like almost every kind of games, especially those with perfect graphics.