

Technical Skills

- Languages: **Java, C, C++*, TypeScript***
- Environments: **JetBrains IDEs, Visual Studio, Vim***
- Testing: **JUnit, Mocha & Karma, GDB***
- Other applications: **R, Matlab*, LaTeX, Git, JIRA, Crucible**
- Graphics: **Adobe Photoshop, InDesign, Illustrator**

* currently acquiring

Hackathons

Microsoft Computer Vision App (DubHacks 2016) 10/2016

- Contributed to an app that analyzed the contents of a picture taken to generate relevant tags.
- Extracted the best search term and retrieved information to display in the app through Microsoft Computer Vision API and Wikipedia API in Java.
- Worked with three other team members to reach completion in 24 hours.

Technical Projects

Sound Matrix (personal) 05/ 2017

- Java application that allows creation and looping of simple sound patterns.
- Simple UI in with Swing package, using Java Sound API and threading to create sound.

InsightUBC Query Engine (academic) 01 – 04/2017

- Built a TypeScript web app that receives UBC datasets to perform queries or scheduling tasks.
- Involved Node.js, asynchrony, data caching, REST API creation, JSON and XML parsing, UI design

Mind the Gap – Android App (academic) 02 – 04/2016

- Completed an app that uses GPS data to deliver real-time transit information for the London Tube.
- Developed with Java, using IntelliJ and an Android emulator.
- Implemented design patterns and portions of UI interaction with the touch screen.
- Received full marks for the project, 99% in the course.

Work Experience

Fusemail – Software Engineering Co-Op 09/2017 – present

- Collaborates with team members to ensure the timely completion of project. Resolves tickets by systematically writing maintainable, understandable code.
- Develops, documents, and tests solutions within the framework of existing systems.
- Ensures code standards met and accepts feedback on own work by participating in code reviews.

UBC Extended Learning – Undergraduate Research Assistant**05 – 08/2017**

- Develops code examples in TypeScript, Java, and BSL; Creates assignments and other content to be used in a 6-part software engineering edX online course open to the public.
- Exercises a strong knowledge of design patterns and good design, clear documentation, thorough testing.
- Acts as exemplar for code quality in assignment submissions.

UBC Computer Science – Teaching Assistant**09/2016 – 04/2017**

- Interacts with students, other teaching assistants, and professors to deliver a comprehensive learning experience for an introductory computer course.
- Leads three-hour labs and guides students in problems to discover solutions on their own.
- Grades exams in an intensive course of about 1500 students (over two terms).

Volunteer Experience

nwHacks – Logistics Coordinator**07/2016 – 04/2017**

- Contacts sponsors, vendors, and various personnel to secure resources; organizes logistics and event space.
- Prepares event programming and applies detailed analysis of participant experience to orchestrate Western Canada's largest hackathon with about 600 attendees.

Agora Café – Brand and Development Manager**05/2016 – 04/2017**

- Supervises and works alongside volunteers in the daily activities of the learning café on campus.
- Delegates and manages large rushes of customers to maintain fluid operation.
- Creates strategies, posters, and brand materials to attract business and advertise promotions.

Education and Awards

University of British Columbia, Computer Science**09/2015 – present**

- Science Scholar (2016)
- Trek Excellence Award for Continuing Students (2016)
- J Fred Muir Memorial Scholarship in Science (2016)
- Chancellor's Scholar Award (2015)
- Alexander Rutherford Scholarship (2015)

Accomplishments and Interests

- Fluent in English, conversational Chinese and French, very basic German.
- Reading, writing, cooking, baking, ballroom, sewing, knitting, piano, cello, painting, sketching.