

ARIUNBOLD (ARI) KHUYAGBAATAR

YEAR 3, COMPUTER SCIENCE MAJOR

Education

University of British Columbia, Vancouver, BC

B.Sc., Computer Science

expected graduation May 2019

Relevant Coursework: Computer Graphics, Introduction to Artificial Intelligence, Machine Learning and Data Mining.

Technical Skills

Programming: Java, C++, C, Python, JavaScript, TypeScript, and HTML

Tools: Git, Latex, Unity, R

Methodology: Agile software development

Technical Work Experience

Software Developer (Co-op), Mazdis Inc., Vancouver, BC

Sep 2017 - present

Mazdis Innovations strives to provide secure automated biking parking systems.

Design, code, debug and unit test the web-application that is based on Angular2 and Node.js. Improve and refactor existing code by analyzing and identifying areas of improvement. Communicate and document the system design and project status

Technical Project

Personal Website

Apr 2017 - May 2017

Using HTML and CSS to create my personal website to showcase my passion for computer science. </> arikh.ca

InsightFacade UBC

Jan 2017 - Apr 2017

Developed a web app that enables effective querying of the metadata from UBC.

Implemented a back-end system to process JSON and HTML files and wrote EBNF based query language. Created UI for scheduling courses in rooms, finding the nearest coffee shops, searching through courses and buildings at UBC. Used Typescript, Javascript, HTML, CSS, and Google Map API.

Mind The Gap

Feb 2016 - Apr 2016

Implemented an android mobile application that maps the location of stops and routes of London, and retrieves real time arrival information at those stops. Parsed JSON files, implemented the abstraction and tested the abstraction using jUnit testing. Used Java and Unit Testing

Extracurricular Activities

Profty, nwHacks, Vancouver, BC

Mar 2017

Won 1st place in the Hack Harassment category at the nwHacks. A chrome extension that targets cyberbullying. The extension searches through any webpage, censors black-listed words and replaces them with an appropriate emoji. Used JavaScript (jQuery), HTML, and CSS.

SwordShip, AMS Game Development Association, Vancouver

Jan 2017 - May 2017

Won the "Best game" and the "Most popular game" at the Year End Showcase of the AMS game development association at UBC. SwordShip is a physics based combat game where you fly vehicles that can wield a variety of giant weapons. Used C# and Unity.

Volunteer Experience

Computer Science Student Society , Vancouver, BC

Jan 2017 - present

Outreach officer of the computer science student society at UBC. Organizes social events to outreach the computer science students.