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ARIUNBOLD (ARI) KHUYAGBAATAR
YEAR 4, COMPUTER SCIENCE MAJOR

Education
University of British Columbia, Vancouver, BC
B.Sc., Computer Science   **expected graduation May 2019**

Technical Skills
Programming: TypeScript, JavaScript, Java, C++, C, Python, SQL 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
Hunger Games Simulator   **Oct 2017 - Nov 2017**
Developed a web app based on the Hunger Games books and movies. The application allows users to take the role of a person watching the games from the outside the arena, whether as a Game-maker who can control the arena environment, confronting the contestants with assorted resources and dangers, or as a Capitol citizen who can view the contestants' current status and place bets on various contestants. Used PHP, mySQL, HTML, CSS.
Personal Website   **Apr 2017 - May 2017**
Using HTML and CSS to create my personal website to showcase my passion for computer science.
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.