## **AUSTIN KWOK**

austin.kwok@protonmail.com (778) 318-3399 github.com/austinkwok1997 austin-kwok.herokuapp.com linkedin.com/in/austin-kwok

### Languages and Technologies

• JavaScript, React, Meteor, SQL, Node.is, Java, Python, C++

#### WORK EXPERIENCE

# BC Federation of Francophones Junior Application Developer (Co-op)

Feb. 2021 - Apr. 2021 (Current)

- Building a Trivia Mobile Game for the Francophone community using Unity, Strapi and, PostgreSQL.
- Created backend RESTful API using Strapi, setup PostgreSQL database, and built a "Wizard" application in React for non-technical employees to use the database.

# UBC LFS Learning Centre Assistant Software Developer (Co-op)

Apr. 2019 - Nov. 2019

- Reworked Qualtrics Node. is API which implements the use of surveys on the UBC platform.
- Wrote unit tests using Django that detected numerous issues in a Lab Certification Tracker software right before deployment.
- Implemented a React Front End for Teacher Assistant Application web program.

# Canadian Web Hosting Junior Web Developer (Co-op)

Apr. 2018 - Aug. 2018

- Collaborated with marketing team and other developers on the redesign of the company's website
  to attract new customers (candianwebhosting.com)
- Hands-on experience with React, Jade, and JavaScript.
- Created 30+ different pages covering different aspects of the company.

#### **EDUCATION**

### **University of British Columba**

Sept. 2015 – May. 2020

• B.Sc. Double Major in Computer Science and Statistics

#### **PROJECTS**

### Custom Bakery Marketplace (2020) (Git)

- Built the product side of the app including uploading and displaying goods. In charge of integrating AWS S3 and Stripe payment system to application.
- Utilizes React, MongoDB, Express.js
- Bakers can customize how the bakery and products are displayed on the app.

#### Submarine Wars (2019) (Git)

- 2D shooting game where the player defends their land from a submarine invasion.
- Implemented an Entity Component System that allowed new entities to be added efficiently.
- This project was done entirely in C++ and OpenGL without the use of Unity or other engines.