

Breaddy Han

Junior Developer

Software Engineering | McMaster University

github.com/breaddyhan | breaddyhan.github.io | breaddyhan@gmail.com

QUALIFICATION & SKILLS

Web Development: HTML, JavaScript, CSS, jQuery, React & Redux

General Programming Language: Java, C++, Python

Game Developing: Unity3D, C#, Maya, Premier, OpenGL(C++)

Database: DB2, SQL, MySQL

Self-driven, motivated problem solver with meticulous attention to detail.

PROFESSIONAL EXPERIENCE

Junior ITIL Process Analyst

Ontario, Canada

Bank of Montreal | Remedy, Spotfire, InfoView, Excel

Sep 2017 - Dec 2017

- Analyzed proposals to determine process feasibility and provided support for financial and technical decisions.
- Gained proficiency in professional financial software such as Remedy, Spotfire, and InfoView, which are used for record management and report production.

Junior Backend Developer

Guangdong, China

8868.cn (Mobile Game Trading Platform) | Java, HTML, MySQL

Jun 2016 - Aug 2016

- Contributed to development of the data searching website of a trading platform(8868.cn) as a full stack developer with Spring MVC framework, Java, HTML, and MySQL.
- Debugged, tested and implemented UI and functions based on design requirements from customer services

ACADEMIC PROJECTS

2048 Game | JS, HTML, CSS, jQuery

May 2018 - Now 2018

- Built a 2048 Game using HTML, JavaScript, CSS and jQuery. (Available on breaddyhan.github.io).
- Debugged and tested the gameplay to ensure smooth running.

Human-Computer Interface | JS, HTML, CSS

Nov 2016 - Dec 2016

- Collaborated with two teammates to develop a lightweight and easy-to-use course managing website with tech stack of JavaScript, HTML, and CSS(Available on breaddyhan.github.io).
- Documented a project report with design principles, methodologies, design processes and final outcome.

Connect Four Game | Java

Jan 2015 - May 2015

- Used Java, MVC design pattern, and minimax algorithm to develop a group project that has a multiplayer mode and
- Developed and debugged mainly the model module and controller module which contain gameplay logic.

EDUCATIONS

B.Eng Software Engineering (Game Design)

Computing and Software, McMaster University

Ontario, Canada

Sep 2013 - May 2018