Breaddy Han

Junior Developer

Software Engineering | McMaster University

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QUALIFICATION & SKILLS

Web Development: HTML, CSS, JavaScript, jQuery, React & Redux(learning with project)
General Programming Languages: Java, C++, Python
Game Developing: Unity3D, C#, Maya, Premier, OpenGL(C++)
Database: DB2, SQL, MySQL
Version Control & Methodology: Git, Agile
Character: A self-driven, motivated problem solver with meticulous attention to detail.

EDUCATION

B.Eng Software Engineering (Game Design)   Ontario, Canada
Computing and Software, McMaster University   Sep 2013 – May 2018

PROFESSIONAL EXPERIENCE

Junior ITIL Process Analyst (coop)   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 (coop)   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 department.

ACADEMIC PROJECTS

2048 Game | JS, HTML, CSS, jQuery   May 2018 – Now
- ◆ 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
- ◆ Built a 2048 Game using HTML, JavaScript, CSS and jQuery(Available on **breaddyhan.github.io**).
- ◆ Documented a project report with design principles, methodologies, design processes and final outcome.

Conway's Game of Life | C++   Sep 2015 – Oct 2015
- ◆ Used C++ OpenGL/GLUT to program a tool for users to play a Conway game of life, a cellular automation game.
- ◆ Used GLUT to create drop down menu and OpenGL to deal with screen processing.

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 single-player mode with AI.
- ◆ Developed and debugged mainly the model module and controller module which contain gameplay logic.