

Clement Yuen

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TOOLS

Java • C# • C++

HoloLens SDK • Git

Unity • Visual Studio • Android Studio

Eclipse • Illustrator • Indesign

SKILLS

Organization • Communication

Resourceful • Self-initiator • Creative

Dependable • Attentive

UI & UX design

EDUCATION

University of Waterloo

[Sept. 2016 – June 2021]

- Candidate for Bachelor of Applied Science in Computer Engineering (Honors BASc)

Relevant Courses:

- ECE 150 (Fundamentals of Programming)
- ECE 155 (Engineering Design with Embedded Systems)

EXTRA CURRICULAR

UW Breakdancing

[Since Sept. 2016]

- Practice breakdancing moves and engage in sessions with other members

Toronto Animal Services

[Aug. 2012 – July 2016]

- Socializing, feeding and cleaning small mammals to prepare for adoption

INTERESTS

- Gaming, Game Design and Development
- Cooking
- Design and User Experience
- Ultimate frisbee
- Animal Welfare

SUMMARY

- Quick at learning new technologies and practices through self-initiated projects and independent developer position
- Knowledge of object-oriented programming, data structures and various algorithms through UW professor mentorship for coop position
- Highly organized and great attention to detail demonstrated by experience as a microbiology lab assistant at the Mitchell Lab

EXPERIENCES

University of Waterloo | HoloLens Developer

[Jan - April 2017]

- Successfully developed mixed reality applications on the HoloLens for a professor to use for the first time in a course (MTE 140)
- Independently learned and created HoloLens applications for A* pathfinding algorithm visualization using Unity, C# and the HoloLens
- Gained experience with software design, software engineering principles, user interactability and usability

University of Toronto | Lab Assistant

[Oct 2015 – June 2016]

- Assisted professor in experiments and research with stem cells at the Mitchell microbiology lab at U of T
- Made the lab space more efficient and contaminant-free by organizing supplies, washing dirty equipment and disposing of lab materials
- Developed a keen eye for detail through minimizing sample contaminants

City of Toronto Elections | Tabulator Machine Officer

[Oct 2014]

- Ensured votes were properly recorded and fixed machine errors
- Worked with a team of 8 to serve over 1200 voters

PROJECTS

2D Role-Playing-Game

[May 2017]

- Group project initiated to learn more about game design and development
- Responsible for scripting, game mechanics & design, illustrations and team organization & planning

Spend Tracker

[May 2017]

- Mobile app that scans receipts to collect information about spending patterns based on location or date, as well as statistics for the spender
- Created using Android Studio and Google Cloud Vision for EngHack S2017

Smart Helm

[March 2017]

- Smart bicycle helmet that implements sensors to give the wearer sensory feedback on their environment as well as send signals to drivers
- Created using the Intel Edison IoT chip and Arduino IDE for WearHacks 2017