

TREVIN WONG

3rd Year Computer Science

TECHNICAL SKILLS

TOOLS: Android Studio, Unity, FlashDevelop, Love2D, Apache Cordova, git

LANGUAGES: Java, ActionScript3, JavaScript, HTML, CSS, C, C#, Lua, PHP

PROJECTS

Teacher for a Day EduHacks2017 October 2017

- Built a unique RPG simulating a day in the life of a teacher using RPG Maker MV and Javascript as the lead programmer
- Collaborated with a teacher and a designer to implement dialogue choices when talking to students, as well as custom tilesets/portraits and tilescreen
- Winner of Overall Second Best at EduHacks2017

ProComm Work Project July 2017

- Wrote a hybrid web-mobile app for Android in Javascript, HTML and CSS using the Ionic Framework to help users practice their pronunciation by recording and playing back their voice
- Created a PHP back-end to store pronunciation files pre-recorded by teachers - app then dynamically retrieved these files for users to compare their voice to

GeoPost nwHacks2017 March 2017

- Set-up the database using CockroachDB on a virtual machine hosted by Amazon Web Services EC2 to handle requests from a Node.js back-end
- Deployed and managed the back-end using Heroku and GitHub, and responsible for the integrated testing of the web app with 3 other programmers
- Winner of Best Node.js App on CockroachDB

Ball Bouncer Personal Project February 2017 - Present

- Built a ball dueling game in Unity where players attempt to bounce each other off
- Programmed player movement and the ability to "boost" into an opponent using the Rigidbody component and scripts written in C#
- Implemented a round system, as well as sound effects upon collision and death

Paper Cut BC Game Jam 2017

February 2017

- Built an endless paper cutting dimension-matching game using Love2D and Lua in 48 hours with 2 other programmers
- Coded key game mechanics such as intersection detection and shape re-drawing, as well as menu transitions and display
- Winner of First Place Volunteer's Choice

InsightUBC School Project

January 2017 - May 2017

- Built a full stack web development project where users can search information about UBC courses and rooms
- Used NodeJS combined with REST endpoints to relay queries to the back-end, which was written with TypeScript and tested using Mocha and Chai
- Coded the schedule displayer and portions of the front-end using HTML, CSS, and JavaScript

CLUBS

AMS Game Dev Team Leader

October 2016 - Present

- Spearheading game and design choices, overseeing member responsibilities, and organizing meetings
- Reporting to an advisor from the association on the development of games
- Employing technologies such as ActionScript3 for game development, Trello for task management, and git for code collaboration

WORK

UBC Arts ISIT Learning Tech Rover

May 2017

- Providing technological support to faculty members by troubleshooting issues and training them in the use of tools like Qualtrics, UBC Connect, and WordPress
- Presenting workshops and 1-on-1 tutorials to classes and faculty

EDUCATION

University of British Columbia

September 2015 - Present

- Bachelor of Science majoring in Computer Science