

Colin Fang

GitHub:
colin-fang

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EXPERIENCE

BMO

Jan. 2020 — Present

Software Development Specialist Intern — Payment Systems Team

North York, Ontario

- Wrote a program that takes input from a text file, applies translation logic and outputs it into an MQ queue in **Java**.

PROJECTS



HackWestern 6

Nov 2019

CRA Category Winner "Tax Simulator" Game colin-fang.github.io/Tax-page/tax.html

- Created a 2D top-down game that helps introduce students to taxes and benefits in **Unity**.
- Designed and built interactive levels and dialogue using tilesets and hitboxes.
- Implemented tax calculations and player controls using **C#** code.



ChessPI [colin-fang/ChessPi](https://colin-fang.github.io/ChessPi)

Sept. 2019 — Dec. 2019

- Built a physical chess board that uses AI and LED lights that allows a player to play against the computer.
- Constructed a virtual chessboard using classes and double arrays in **C++**.
- Developed a chess AI that is compatible with our virtual chessboard using Minimax and Alpha Beta pruning.



Syndra Imitation <https://colin-fang.github.io/Syndra-page/syndra.html>

Jun. 2019 — Aug. 2019

- Developed an imitation of a League of Legends character leveraging the Gamemaker Studio 2 IDE and **GML**(Game Maker Language).
- Designed character with animations and mouse-click based movement using sprite animation and mouse input detection.
- Programmed a set of robust and interactive character abilities using collisions, alarms and vectors.



Personal Website colin-fang.github.io

Jul. 2019 — Aug. 2019

- Built a simple website to display personal projects using **HTML** and **CSS**.

SKILLS

Languages

C++, Java, GML, Python, HTML, CSS, Javascript

Tools

Atom, Eclipse, Gamemaker Studio 2, Unity, PuTTY, PyCharm

EDUCATION

B.Sc Major in Computer Science

Class of June 2021

Western University