

## Languages and Technologies

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- Java, React.js, TypeScript/JavaScript, HTML5, CSS, C/C++/C#, Unity, SQL, MongoDB

## Employment

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**Teaching Assistant** **University of British Columbia** **Summer 2022 & 2023**

- Teaching Assistant for CPSC 455 – Applied Industry Practices (course focused on MERN development)
- Conducted regular office hours, providing support to students, and was responsible for grading assignments.

**JavaScript Developer Co-op** **Semios** **Jan 2022 – Aug 2022**

- Crafted and integrated new React components for diverse features, working extensively with Ant Design and Google Map components.
- Wrote essential logic functions like content sorting, form validation, and time manipulation utilizing moment.js.
- Aligned frontend visuals with project specifications, tweaking designs and layouts using CSS.

**Web Developer** **Bluvec Technologies Inc.** **Sep 2021 – Dec 2021**

- Constructed the company's landing page, employing a provided React template to align with corporate branding.
- Wrote tests with Golang for company's projects
- Used GoCV for image timestamps and automated outdated image file deletion.

## Selected Technical Projects

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**Eggly Buddy** **C++, SDL, ECS Framework** **Sep 2023 – Dec 2023**

- A charming 2D retro pet game inspired by Tamagotchi. Players receive a mysterious egg, nurturing it into a unique creature through minigames and attentive care.
- Programmed interactive elements, enabling in-game pet bathroom use, clean-up, and a three shell mini-game.
- Implemented visual effects using shaders, a dynamic parallax background, and character cleaning animations.
- Handled data management using nlohmann/json library, developing comprehensive save/load functionalities in JSON format.

**Swag the North** **Unity, C#** **Sep 2023**

- 12 finalist out of 200+ projects
- Spearheaded the development of an immersive game simulator using Unity, capturing the essence of the event's Sponsor Bay with an innovative swag collection mechanic.
- Led player design, refined swag appearance algorithm, and streamlined scene transitions.
- Managed GitHub repository; trained team on Git practices.

**Locative Audio** **Unity, C#** **Jan 2023 – Apr 2023**

- Developed a Geo-based project for Vancouver, which allows users to unlock audio poems inspired by the city's history and culture as they visit different locations
- Conducted Unity AR foundation research and achieved successful image recognition implementation on mobile devices during early development, despite client's later decision to change project direction.
- Developed a solution to efficiently load poem information from an XML file into an interface by utilizing a custom function and database class to match and extract data based on poem ID
- Created user interfaces using iGUI
- Scripted Unity's camera to enable users to drag and zoom in on a map in the application

**FREN** **React, JavaScript, MongoDB, Express, Redux** **Jun 2021 – Aug 2021**

- An app allows members to create a personal profile, later using their input to recommend others with similar habits. Selecting a profile photo in the grid view will display the recommend member's photo, as well as option to chat
- Set up the Redux router for the project
- Built the chat UI and pop-up window in friends recommend page

## Education

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**Vancouver, BC** **University of British Columbia** **Sep 2018 – Dec 2023**

- BS in Computer Science