

Languages and Technologies

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

Employment

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- Used GoCV for image timestamps and automated outdated image file deletion.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

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

Insight UBC Search Engine **TypeScript, JavaScript** **Jan 2021 – Apr 2021**

- A search engine that can effectively query the metadata such as past course averages and room capacity from around campus
- Implemented the functions that check if a received query is in the correct EBNF from
- Built the functions that prepares data result with corresponding query request
- Implemented function that contains logic for sending queries from the UI to the web server.

Education

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

- BS in Computer Science