

Technical Skills

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

Technical Experience

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- Used GoCV for image timestamps and automated outdated image file deletion.

Technical Projects

Eggly Buddy

C++, SDL, ECS Framework

Sep 2023 – Dec 2023

- 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.
- Programmed save/load functionality with the nlohmann/json library.

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

- Developed an app that recommends users with similar habits and enables profile selection with a chat option.
- Set up the Redux router for the project
- Built the chat UI and pop-up window in friends recommend page

Education

Vancouver, BC

Simon Fraser University

Sep 2024 – Present

- Master's in Professional Computer Science

Vancouver, BC

University of British Columbia

Sep 2018 – May 2024

- Graduated with a BS in Computer Science, with Distinction