

## Languages and Technologies

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

## Education

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| <b>Vancouver, BC</b>                                                                                        | <b>Simon Fraser University</b>        | <b>Sep 2024 – Present</b>  |
| <ul style="list-style-type: none"><li>• Master's in Professional Computer Science</li></ul>                 |                                       |                            |
| <b>Vancouver, BC</b>                                                                                        | <b>University of British Columbia</b> | <b>Sep 2018 – May 2024</b> |
| <ul style="list-style-type: none"><li>• Graduated with a BS in Computer Science, with Distinction</li></ul> |                                       |                            |

## Employment

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| <b>Teaching Assistant</b>                                                                                                                                                                                                                                                                                                                                                                                              | <b>University of British Columbia</b> | <b>Summer 2022 &amp; 2023</b> |
| <ul style="list-style-type: none"><li>• Teaching Assistant for CPSC 455 – Applied Industry Practices (course focused on MERN development)</li><li>• Conducted regular office hours, providing support to students, and was responsible for grading assignments.</li></ul>                                                                                                                                              |                                       |                               |
| <b>JavaScript Developer Co-op</b>                                                                                                                                                                                                                                                                                                                                                                                      | <b>Semios</b>                         | <b>Jan 2022 – Aug 2022</b>    |
| <ul style="list-style-type: none"><li>• Crafted and integrated new React components for diverse features, working extensively with Ant Design and Google Map components.</li><li>• Wrote essential logic functions like content sorting, form validation, and time manipulation utilizing moment.js.</li><li>• Aligned frontend visuals with project specifications, tweaking designs and layouts using CSS.</li></ul> |                                       |                               |
| <b>Web Developer</b>                                                                                                                                                                                                                                                                                                                                                                                                   | <b>Bluevec Technologies Inc.</b>      | <b>Sep 2021 – Dec 2021</b>    |
| <ul style="list-style-type: none"><li>• Constructed the company's landing page, employing a provided React template to align with corporate branding.</li><li>• Wrote tests with Golang for company's projects</li><li>• Used GoCV for image timestamps and automated outdated image file deletion.</li></ul>                                                                                                          |                                       |                               |

## Selected Technical Projects

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| <b>Eggy Buddy</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <b>C++, SDL, ECS Framework</b>                    | <b>Sep 2023 – Dec 2023</b> |
| <ul style="list-style-type: none"><li>• 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.</li><li>• Programmed interactive elements, enabling in-game pet bathroom use, clean-up, and a three shell mini-game.</li><li>• Implemented visual effects using shaders, a dynamic parallax background, and character cleaning animations.</li><li>• Programmed save/load functionality with the nlohmann/json library.</li></ul>                                                                                                                                                                                                                                                 |                                                   |                            |
| <b>Swag the North</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <b>Unity, C#</b>                                  | <b>Sep 2023</b>            |
| <ul style="list-style-type: none"><li>• 12 finalist out of 200+ projects</li><li>• 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.</li><li>• Led player design, refined swag appearance algorithm, and streamlined scene transitions.</li><li>• Managed GitHub repository; trained team on Git practices.</li></ul>                                                                                                                                                                                                                                                                                                                                                  |                                                   |                            |
| <b>Locative Audio</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <b>Unity, C#</b>                                  | <b>Jan 2023 – Apr 2023</b> |
| <ul style="list-style-type: none"><li>• 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</li><li>• 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.</li><li>• 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</li><li>• Created user interfaces using iGUI</li><li>• Scripted Unity's camera to enable users to drag and zoom in on a map in the application</li></ul> |                                                   |                            |
| <b>FREN</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <b>React, JavaScript, MongoDB, Express, Redux</b> | <b>Jun 2021 – Aug 2021</b> |
| <ul style="list-style-type: none"><li>• Developed an app that recommends users with similar habits and enables profile selection with a chat option.</li><li>• Set up the Redux router for the project</li><li>• Built the chat UI and pop-up window in friends recommend page</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                   |                            |