

## Technical Skills

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- Programming Languages: **JavaScript**, TypeScript, Python, C/C++, **C#**, Java, Golang,
- Web Technologies: **React.js**, HTML5, CSS, Node.js, **Ant Design**, moment.js
- Game Development: **Unity**, **Unreal Engine**, SDL
- Database & Tools: **MongoDB**, **SQL**, Git, VS Code, Visual Studio

## Technical Experience

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|---|---------------------------------|----------------------------|
| <b>JavaScript Developer Co-op</b>   | <b>Semios</b>                   | <b>Jan 2022 – Aug 2022</b> |
| <ul style="list-style-type: none"><li>• Built and maintained <b>React</b> components following <b>Agile</b> methodologies, ensuring consistent delivery quality</li><li>• Built reusable UI components using <b>Ant Design</b> library, implementing features like <b>data tables</b>, forms, and <b>interactive map interfaces</b></li><li>• Resolved front-end bugs and implemented UI/UX improvements through effective collaboration with <b>QA team</b></li><li>• Enhanced application functionality by implementing robust <b>form validation</b>, content sorting, and date/time management using <b>moment.js</b></li></ul> |                                 |                            |
| <b>Web Developer</b>  | <b>Bluvec Technologies Inc.</b> | <b>Sep 2021 – Dec 2021</b> |
| <ul style="list-style-type: none"><li>• Developed company's landing page using <b>React</b>, ensuring responsive design and brand consistency</li><li>• Implemented automated testing suite using <b>Golang</b> to improve code reliability</li><li>• Built automated image management system using <b>GoCV</b> for timestamp processing and file cleanup</li></ul>   |                                 |                            |

## Technical Projects

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|---|---|----------------------------|
| <b>Eggy Buddy</b>   | <b>C++, OpenGL, ECS Framework</b>                 | <b>Sep 2023 – Dec 2023</b> |
| <ul style="list-style-type: none"><li>• Programmed interactive elements using <b>C++</b>, enabling in-game pet mechanics and mini-games</li><li>• Implemented visual effects using custom shaders, including dynamic parallax background and animations</li><li>• Developed save/load system using <b>nlohmann/json</b> library for persistent game state</li></ul>   |   |                            |
| <b>Swag the North</b>   | <b>Unity, C#</b>                                  | <b>Sep 2023</b>            |
| <ul style="list-style-type: none"><li>• <b>Top 12 Finalist</b> out of 200+ projects in Hack the North</li><li>• Spearheaded development of an immersive game using <b>Unity</b> and <b>C#</b>, featuring innovative swag collection mechanics</li><li>• Implemented core gameplay systems including player controls, item spawning, and scene management</li><li>• Led version control workflow and mentored team members in Git best 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 <b>GPS-based</b> mobile app that lets users discover Vancouver's cultural audio content at specific locations</li><li>• Built an efficient content management system using <b>XML</b> data structure and integrated <b>AR Foundation</b> for image detection</li><li>• Created an interactive map interface with <b>iGUI</b> featuring custom camera controls and smooth user navigation</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>• Built a social networking app with <b>user recommendation system</b> and <b>real-time chat</b> functionality</li><li>• Implemented <b>Redux</b> state management and routing for seamless user experience</li><li>• Developed responsive chat interface with <b>custom pop-up components</b> for friend recommendations</li></ul>   |   |                            |

## 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><li>• Focus: <b>Cybersecurity</b></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, <b>with Distinction</b></li></ul>                |                                       |                            |