**David Tan**

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**EDUCATION**

**University of Toronto** *Sept 2018 – Present*

*Bachelor of Science, Computer Science Specialist – Software Engineering,* **3.42 /4.0 CGPA (Recent)**

* **Relevant Courses**: Computer Science 1 & 2, Software Design (object-oriented) and Software Engineering

**SKILLS & INTERESTS**

**Programming Languages:** Python, C, C#, Java, Go, HTML, CSS, Javascript, Ruby, SQL, Go

**Technologies:**, Git, Docker, Gitlab CI, Nomad, Consul, , Shell, Unity, Blender

**Interests:** Guitar, Hip-Hop, League of Legends, Artificial Intelligence, Fitness, Reddit, Investing, Cryptocurrency

**PROJECT EXPERIENCE**

**Miniputt Project Lead** *April 2017– June 2017*

* Lead software developer for a virtual reality physics based mini putt video game using the **Unity Engine**
* Managed a group of 6 students including artists and programmers in a 3 month period to complete a prototype with 8 levels that used motion swing gameplay, point teleportation, collision control, UI, level and scoring system

**The Next Web Website Replica (**[**https://davecmd.github.io/the-next-web-replica/**](https://davecmd.github.io/the-next-web-replica/) **)** *July 2019 – Sept 2019*

* Established proper web development workflow, creating well stylized **CSS** and organized **HTML**
* Developed **flexbox** and grid-based layouts, learning to recreate well-structured websites that is window size responsive

**Twitter Web Scraper** *Sept 2018 – Dec 2018*

* Programmed in **Python**, aggregated data into meaningful statistics about user tweets
* Created **unit tests** to ensure code correctness, improving workflow

**BlackJack** *Jan 2017 – June 2017*

* Created Blackjack card game in **Java** with AIdealer, bet system and GUI to play
* Experienced in planning using techniques such as pseudo coding, flowcharting and logging, which produced organized and meaningful code
* Expanded programming knowledge by learning concepts of databasing, inputting and outputting files, and sorting algorithms

**SpeedRunner Game Clone** *Jan 2016– June 2016*

* Utilized the **Unity Engine** to learn **C#** that mirrored the 2D platformer physics of the original game
* Made a fully working prototype that included ray tracing hitbox collision detection, camera panning with player movement, realistic acceleration physics, and wall jumping
* Produced a cross-platform compatible game which included **PC** and **mobile** support

**WORK EXPERIENCE**

**Software Engineer Co-op** *Sept 2021 – Present*

*(Blue Cat Networks, North York, ON)*

* Worked on a new upcoming software product where I utilized and learned a large stack of technologies such as Docker, Nomad, Consul, Ansible, Golang, Gitlab CI to contribute to the main code repository
* Co-operated well with a group of 8 to produced thoroughly tested and clean code
* Gathered metrics using Telegraph into a time-series database to monitor our services visually through Grafana dashboards