

TECHNICAL SKILLS	<div>LANGUAGES</div> <ul style="list-style-type: none"> • C/C++, Python, Ruby on Rails, PHP • Web Design: HTML, CSS, JavaScript • Database: PostgreSQL, Microsoft Server, MySQL <div>OPERATING SYSTEMS</div> <ul style="list-style-type: none"> • Mac OSX, Windows, Linux (Command Line) <div>SOFTWARE APPLICATIONS</div> <ul style="list-style-type: none"> • Microsoft Office (Word, Excel, PowerPoint, Outlook) • Design Tools: Axure RP, Illustrator, Photoshop, Lightroom, Muse • Google Cloud Platform (Compute Engine) • Github • Heroku • Postico
TRANSFERABLE SKILLS	<ul style="list-style-type: none"> • Strong communication skills, both verbal and written • Fast learner, open to new ideas • Prioritizes workload to be more productive during projects • Ensure tasks are completed within deadline • Able to work independently and as a team player • Self-motivated, energetic, responsible • Fluent in English and Mandarin
WORK EXPERIENCE	<div>CLOUDBOX INC. (DEV/OPS) SEPT 2017 - JAN 2018</div> <ul style="list-style-type: none"> • Compare and contrast the pros and cons of softwares that provide monitoring and alerting features • Install and test the top selected monitoring and stats collection tools and plugins based on established criteria through terminal • Collect and store system performance metrics, and produce graphs with key performance indicators using monitoring and stats collection tools • Develop bash scripts to perform traceroute and mtr tests to record and import data into PostgreSQL to produce graphs and maps showing key performance indicators • Imported CSV files into PostgreSQL and wrote SQL queries to graph clients onto a map based on location of IP address • Separate probe and database logic in preparation for production and tested on various probes (BusyBox, EdgeOS)
PROJECTS	<div>BATTLESRIPTS NOV 2018</div> <ul style="list-style-type: none"> • Collaborated with four other students to develop with client and server side web game with database, HTML, CSS, JS, PHP • Multi-player logic game built using Unity Web GLm hosted on GCP • Players can play cards that contain blocks of code, either to overflow or underflow opponents' points • First person to overflow/underflow opponents three times, or set own score exactly to zero wins • Web App viewable: battlescripts.tk

PROJECTS	HANDYMAN MOBILE APP	NOV 2018
	<ul style="list-style-type: none"> Worked as a group using Axure RP to develop and design a mobile application for home repairs Incorporated various design principles throughout vertical and horizontal prototypes Application attempts to solve problem for all types of users through text, videos, virtual reality, and expert contact mode Project viewable: jz3xo0.axshare.com 	
	SFU BOOKCLUB WEB APP	MAY 2017
	<ul style="list-style-type: none"> Group project using Ruby on Rails framework, HTML, CSS, and JavaScript to develop a server side web application Collaborated with four other students to plan, implement, test, and deploy a working web via Heroku Applied scrum and agile development methods with two-week sprints and multiple meetings in between Uses various gems and APIs within the web application Properly functioning users and admin with login Students can post textbooks to sell for other uses of the site and comment on other posts they are interested in buying Web app viewable: sfubookclub.herokuapp.com 	
	MOUNT MONSTROSITY	SEPT 2016 - DEC 2016
	<ul style="list-style-type: none"> Developed with object oriented programming, Processing Used UML to help illustrate the relationships between objects Developed an interactive game between player and characters involving three levels of difficulty Player can use different keys on keyboard to move and interact with different objects within the game Became familiar with class, superclass, subclass, polymorphism, and inheritance 	
OTHER EXPERIENCES	ATTENDANT, PNE	AUG 2016
	<ul style="list-style-type: none"> Provide exceptional and friendly guest service Integrated well with the working team 	
	PIANO TUTOR	DEC 2014 – MAR 2015
	<ul style="list-style-type: none"> Taught kids how to play songs on piano Practiced sight reading, scales and arpeggios, ear tests with students in an engaging manner Improved communication skills between students and parents 	
EDUCATION	SIMON FRASER UNIVERSITY	SEPT 2015 – CURRENT
	<ul style="list-style-type: none"> Bachelor of Applied Science, Major in Computing Science 	
INTERESTS	<ul style="list-style-type: none"> Enjoy playing piano, obtained RCM Grade 10 certificate Passion in sports, such as skating, swimming, taekwondo, and hiking Using design softwares to create and enhance photos 	