

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 / Cloud9 • 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 KPIs 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 KPIs • 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>BATTLESCRIPTS OCT 2018 - DEC 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 WebGL 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

PROJECTS	HANDYMAN MOBILE APP	SEPT 2018 - 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 in vertical and horizontal prototypes • 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 - AUG 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 	