EVANGELINE TAY

YEAR 2, COMPUTER SCIENCE AND STATISTICS

Vancouver, BC | (604) 440-6474 | etay@alumni.ubc.ca | github.com/etay129

TECHNICAL SKILLS

LANGUAGES

Racket

Java

C#*

WEB DEVELOPMENT

AngularJs

JavaScript

HTML/CSS*

TOOLS

IntelliJ IDEA

Unity

Visual Studio

currently learning

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

Expected Grad Year: 2019

- **Teaching Assistant**: CPSC 110 Intro to Programming with topics including functional programming, graphs, search, all taught using **Racket**
- GPA: **4.33/4.33**

TECHNICAL EXPERIENCE

EXPRESS SOLUTIONS INTERNATIONAL, INC (TAIWAN)

July 2016 – August 2016

Position: Junior Programmer

- Developed customizations for **Microsoft Dynamics CRM** online using **AngularJS**
- Queried for data using the **Web API** and the **ODATA** endpoint
- Assisted in developing a solution for integrating CRM online with **CTI**
- Used **GitFlow for Visual Studio** to collaborate with team

TECHNICAL PROJECTS

SCHDULR.ME (Personal)   October 2016 - Current

*A **web application** allowing users to import/create a weekly schedule and export it as PDF, JSON, or JavaScript*

- Implemented a single page application using **AngularJS**
- Animated page changes
- Started in a team of four during DubHacks 2016

DON'T GET TANKED (Personal)   February 2016 - Current

*A 3D tank game written in **C#** using **Unity***

- Implementing bullet projectile and creating particle systems for explosion
- Programming temporary speed boosts in the event of a collision with the intended item
- Animating the collectible items

MIND THE GAP (Academic)   March 2016 – April 2016

*An **android application** allowing users to view a detailed map of London Underground and receive real time arrivals*

- Utilized **JSON** parsing to access live data from Transport for London Open Data service
- Tested and debugged using **JUnit**
- Employed the **Singleton** design pattern for a StationManager for the purpose of duplicate stations
- Implemented graphical changes such as a differentiated colour for the nearest station to the user's location, and the appearance of polylines on long press of a station displaying all lines passing through that station

EXTRACURICULARS

DUBHACKS (October 2016) | *GOOGLE GAMES* (April 2016) | *NWHACKS* (February 2016)

AWARDS

2016 TREK EXCELLENCE (Top 5%) | *2016 GOOGLE GHC GRANT* | *2016 SCIENCE SCHOLAR* (> 90% Average)