Kevin Xing

3B Honours Computer Science

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SUMMARY OF QUALIFICATIONS

- Strong leadership, problem solving, and communication skills developed over years of experience in core roles for extracurricular activities and team-oriented projects
- Adaptive, collaborative, and analytical thinking skills established from working in professional agile environments, participating in hackathons, and competing in collegiate e-sports tournaments
- Experience in programming from over 4 years of personal, academic, and professional software development
- Proficient in: Python, C, C++, C#, JavaScript, Racket
- Familiar with: Go, PHP, R, Bash/Unix, Lua, Java

EXPERIENCE

Digital Extremes | *Statistical Programmer*   *Jan 2017 – April 2017*

- Implemented data collection for the Warframe launcher using C++ on the client-side, along with PHP and MongoDB for the API on the server-side
- Added stat tracking for new gameplay features in Warframe using Lua to collect behavioral metrics
- Handled requests and solved various data-driven problems presented internally by departments such as Marketing, Design, Gameplay, etc.
- Analyzed collected data using Python, R, and Excel
- Collaborated on the design of a recommendation system for Warframe's in-game item shop

Autodesk | *Software Developer*   *May 2016 – Aug 2016*

- Collaboratively developed graphics, front-end, and application framework libraries in JavaScript for standardizing web application development within the company
- Prototyped sample applications and implemented features for cloud-based digital manufacturing software using above-mentioned frameworks

BlackBerry Limited | *Software Developer*   *Sept 2015 – Dec 2015*

- Developed Slack integration using Node.js, MongoDB and AngularJS allowing users on Slack to manipulate and monitor files hosted on the cloud-based secure file-sharing service WatchDox
- Prototyped proof of concept applications using various languages such as C#, Go, and Python

RELEVANT PROJECTS

Fantasy Football Analytics   *Dec 2016*

- An ongoing side project for predicting NFL player performance and practicing data science skills
- Developed a series of data collection and analysis scripts in R, using data scraped from FootballDB.com

GitLab Alerts for Slack (slack-gitlab)   *Sept 2015*

- A Node.js app that uses Slack API and MongoDB to notify users when committed changes have been made to repositories they have access to on GitLab

aSymplePlatformer (GI Jam Fall 2014)   *Oct 2014*

- A 2D asymmetric multiplayer platformer using Unity and C# for the Fall 2014 Games Institute Game Jam.
- Designed and implemented core game mechanics such as player movement and trap interaction using C#

EDUCATION

University of Waterloo, Class of 2019 - Waterloo, Ontario, Canada   *Sept 2014 - Present*

- Candidate for Bachelor of Computer Science, Honours Computer Science, with Economics Minor
- Recipient of the President's Scholarship of Distinction
- UW Game Development Club, Sept. 2014 – Present
- UWaterloo Overwatch Team, Top 16 - TESPA Collegiate Series, Oct. 2016 – Dec. 2016