

Kevin Xing

3A Honours Computer Science

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SUMMARY OF QUALIFICATIONS

- Strong leadership, problem solving, and communication skills developed over years of executive roles in extracurricular activities
- Adaptive, collaborative, and analytical thinking skills established from working in professional settings with Agile development methodology, participating in hackathons, and competing in Robotics competitions
- Experience in programming from over 3 years of personal, academic, and professional software development
- Proficient in: C, C++, C#, HTML/CSS, JavaScript, Racket, Git, Unity
- Familiar with: Java, Python, PHP, R, Go, Bash/Unix

EXPERIENCE

Autodesk | Software Developer

May 2016 – Aug 2016

- Collaboratively developed graphic, front-end, and application framework libraries in JavaScript for standardizing web application development within the company
- Prototyped sample application using above-mentioned app framework
- Implemented features for cloud-based digital manufacturing software using above-mentioned graphic and front-end 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 cloud-based secure file-sharing service WatchDox
- Prototyped proof of concept applications using various languages such as C#, Go, and Python

RELEVANT PROJECTS

GitLab Alerts for Slack | <https://github.com/ggkevinxing/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

Chrome Couch (UofTHacks 2015) | <https://github.com/FroshBite/Chrome-Couch/>

Jan 2015

- A Google Chrome extension that allows users to browse using only an XInput gamepad. For UofTHacks 2015.
- Implemented gamepad recognition event listener and button mapping
- Developed virtual mouse pointer movement and interaction with DOM objects using a gamepad

aSymplePlatformer (GI Jam Fall 2014) | <https://github.com/FroshBite/aSymplePlatformer/>

Oct 2014

- A 2D asymmetric multiplayer platformer using Unity and C#. For the Fall 2014 Games Institute Game Jam.
- Designed core game mechanics such as player movement and trap interaction
- Implemented first player movement such as jumping, dashing and climbing using C# and MonoDevelop

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 Waterloo Overwatch - Tespa Collegiate Series Starting Player, Sept. 2016 – Present

Shanghai American School Pudong, Class of 2014 - Shanghai, China

Sept 2010 - June 2014

- International Baccalaureate Diploma Recipient
- Co-president, SAS Robotics, August 2012 – June 2014
- Student Council elected member, August 2011 – June 2014