Kevin Xing

2B Honours Computer Science

https://ca.linkedin.com/in/uwkxing | kxing@uwaterloo.ca | http://kevinxing.ca/

SUMMARY OF QUALIFICATIONS

- Strong leadership, problem solving, and communication skills developed over years of Student Council and other executive roles in extracurricular activities
- Adaptive, collaborative, and analytical thinking skills established from competing in FTC Robotics competitions and working on a variety of team projects
- Experience in game development and building Google Chrome extensions from personal projects, as well as web application development and Agile methodology through professional work
- Proficient in: C, HTML/CSS, JavaScript (and Node.js), MongoDB, C#, Racket/Scheme, Git, Unity
- Familiar with: Java, Python, PHP, C++, R, Go, AngularJS, Bash/Unix

---

EXPERIENCE

BlackBerry Limited   *Sept 2015 – Dec 2015*
Software Developer

- Developed Slack integration using Javascript, Node.js, MongoDB and AngularJS allowing users on Slack to manipulate and monitor files hosted on cloud-based secure file-sharing service WatchDox
- Team collaboration and rapid iteration achieved through Agile development methodology

FullHealth Children's Charity   *June 2013 – Sept 2013*
Web Developer (Volunteer) | http://fullhealth.ca/

- Improved backwards compatibility for older browsers, adapting a solution based on existing systems
- Implemented standard front-end features such as fixed position donation using CSS
- Enhanced site modularity and maintainability using PHP

RELEVANT PROJECTS

Chrome Couch (UofTHacks 2015) | https://github.com/FroshBite/Chrome-Couch/   *Jan 2015*

- Built a Google Chrome extension using HTML, CSS and JavaScript that allows the user to browse webpages using only an XInput controller. Collaboration with three others for UofTHacks 2015.
- Implemented gamepad recognition event listener and button mapping using JavaScript
- 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*

- Created a 2D asymmetric multiplayer platformer using Unity and C#. Collaboration with two others 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, University of Waterloo, Waterloo ON, Sept. 2014 – Present

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

- International Baccalaureate Diploma Recipient
- Co-president, SAS Robotics, August 2012 – June 2014
  - Held design workshops and brainstorm sessions after announcements of First Tech Challenge games
  - Led one of the three group teams and competed at First Tech Challenge competitions in Shanghai
  - Programmed robot control programs using RobotC and Lego MindStorms NXT
- Student Council elected member, August 2011 – June 2014
  - Oversaw planning and execution of various school events, including charity concert "Pudong Rocks" that raised on average over $2500 each year in ticket sales