

Kevin Xing

2B Honours Computer Science

<https://www.linkedin.com/in/uwxking> | 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 working in professional settings with Agile development methodology, participating in hackathons, and competing in FTC Robotics competitions
- Experience in web application and game development from both personal projects and 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 XMLHttpRequest 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
 - 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" which raised on average over \$2500 each year in ticket sales