FK

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Computer Engineering Bachelor
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PROGRAMMING

- Proficient in: C, C++, C#, Java, JavaScript, ActionScript
- Exposure to: Python, Matlab

APPLICATIONS

- Proficient in: Visual Studio, Eclipse, Android Studio, Unity,Microsoft Office, Cocos2DX, GIMP, Git, SVN, Flash CS6

OPERATING SYSTEMS

- Proficient In: Windows, Mac, Ubuntu

PERSONAL

- Fluent in Cantonese, English, Mandarin, Japanese

EXPERIENCES

- **Aug 2013 – Present, Slice of Watermelon Games**
  Game Maker
    - Creator of "Pixeling" through custom Java Android Engine through Android Developer Studio with over 900+ downloads

- **Sept – Dec 2014, Lumosity**
  Web Games Engineering Intern
    - Updated and fixed various bugs in existing games and the framework
    - Designed and implemented prototypes based on scientific research in ActionScript
    - Helped publish Memory Match and Memory Match Overdrive on the mobile platform using Cocos2DX

- **Jan – April 2013, Autodesk Co.**
  Software Developer Intern
    - Added new features to print menu to Autodesk Alias through Qt
    - Updated file browser for Autodesk Alias to Windows 7 layout using IShellItem Libraries
    - Created simple user interface for a new tool in Autodesk Alias

- **Sept – Dec 2011, Epson Canada Limited**
  Software Developer Intern
    - Automated testing system using C++, batch files, VBscript & VS2005
    - Added STL file parser in C to in-house rendering application
    - Created particle engine rendering fireworks using OpenGL & C