Haydn Keung

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haydnkeung@gmail.com

https://github.com/haydnkeung

http

http://haydnkeung.me

Languages: C#, Java, C/C++, Html

Technology: Android Studio, *Unity3D*, Foundations 6, Adobe Illustrator, *Git*

Skills and Knowledge

- Leadership experience gained through starting a coding club to prepare peers for competitive coding (80% of members achieved distinction with no prior experience), and co-VP of Junior Achievement club in high school.
- · Solid communication developed through competing in the *national French public speaking contest* (concours d'art oratoire) 4 times.

Projects

REAL-TIME MULTIPLAYER SPACE SHOOTER GAME (C#, UNITY ENGINE, PHOTON FRAMEWORK)

- Learned basic Photon Networking API through developing a 2D real time multiplayer space shooter game.
- Built with Unity Engine and Photon Networking framework in C#.

TETRIS (C#, UNITY ENGINE, OBJECT-ORIENTED DESIGN PRINCIPLES)

- Developed *solid Object-Oriented design principles* through re-making the all-time classic game–Tetris.
- Built with Unity Engine using C#.

SCHEDULER (JAVA, XML, ANDROID STUDIO)

• Established basic Android development skills through making an agenda app that keeps track of my schedule and displays time till next event on my calendar.

RSA ENCRYPTION ALGORITHM (C)

• Implementation of RSA encryption using C.

PERSONAL WEBSITE (FOUNDATION 6, HTML, CSS, JS)

• Website to showcase my projects and introduce myself. Website: "http://haydnkeung.me"

Work Experience & Volunteering

NORTH GROWTH MANAGEMENT

(SUMMER 2017, SUMMER 2018)

- · Summer job as IT support at Vancouver based investment firm.
- · Responsible for software and hardware deployment, as well as troubleshooting technical problems.

KISILANO SECONDARY

(SEP 2015-JUN 2017)

• *Teaching assistant* for the grade 11 Java course, and 12 C++ courses in high school. Responsibilities include creating solution keys and assisting students with assignments.

VANCOUVER PARK BOARD

(OCT 2013-DEC 2017)

· Event host for holiday events for four years.

Academics

CANDIDATE FOR BACHELOR OF SOFTWARE ENGIENERING

(SEP 2018-PRESENT)

· University of Waterloo, Waterloo, Ontario, Canada

BILLINGUAL DOGWOOD DIPLOMA

(SEP 2014 - JUN 2018)

· Graduated with an honors bilingual French/English diploma.

Achievements

UBC PHYSICS OLYMPICS

(MAR 2018)

• *Third place* in UBC's annual physics Olympics lab event. Open to all students in BC.

CANADIAN COMPUTING COMPETITION

(FEB 2018)

· Distinction in Waterloo Canadian Computing contest (Senior division)