

Haydn Keung

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Skills and Knowledge

- Programming Languages: **Java, C, C++, C#,** Html, JavaScript, SQL
- Technology: Android Studio, **Unity3D**, Foundations 6, Adobe Illustrator, Git
- Leadership experience gained through starting a coding club to prepare peers for competitive coding, 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)

- 2D real time multiplayer space shooter game. Supports cross platforming.
- Built with Unity Engine and Photon Networking framework in C#.

TETRIS (C#, UNITY ENGINE)

- A re-make of the all-time classic game-Tetris.
- Built with Unity Engine using C#.

GAME CONTROLLER (C++, C#, UNITY ENGINE, ARDUINO)

- Physical game controller to interact with a car simulation made with Unity.
- Controller made using Arduino and C++. Game Made using Unity3D (C#).

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: "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.

VANCOUVER PARK BOARD

(OCT 2013- 2017)

- Event host for holiday events for five years.

Academics

CANDIDATE FOR BACHELOR OF SOFTWARE ENGINEERING

(SEP 2018-PRESENT)

- University of Waterloo, Waterloo, Ontario, Canada

BILINGUAL DOGWOOD DIPLOMA

(SEP 2014 - JUN 2018)

- Graduated with an honors bilingual French/English diploma.

Achievements

SCHOLARSHIP

(JUN 2018)

- Recipient of University of Waterloo entrance scholarship (President's Scholarship with Distinction).
- Recipient of BC District Authority Scholarship.

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 Canadian Computing contest (Senior division, formerly Canadian Computing Olympiad stage 1)