

Haydn Keung



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GitHub:

<https://github.com/haydnkeung>



<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 happens.

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

(SEP2015-JUN2017)

- *Teaching assistant* for the grade 10,11 Java course and 12 C++ courses in high school. Responsibilities include creating solution keys to assignments and assisting students with assignments and projects.

VANCOUVER PARK BOARD

(OCT 2013- 2017)

- Event host for holiday events for four 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

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)