Haydn Keung

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# Skills and Knowledge

* Programming Languages: **Java, C, C++, C#**, Html, JavaScript
* 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 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

## 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)