

## Skills

### Languages:

- Experienced in Java, C++
- Familiar with C, Arduino, HTML, Node.js

### Technologies:

- Git, Eclipse, Bootstrap, UML

## Awards & Achievements

<b>Cumulative Average</b>   95.3%	Sep 2015 – Dec 2015
<b>Canadian Computing Olympiad</b>   Bronze Medalist	May 2015
<b>Canadian Computing Competition – Senior</b>   Top 20 across over 3000 contestants	Feb 2015
<b>Canadian Computing Competition – Junior</b>   First across over 3000 contestants	Feb 2014

## Projects

### IBM Watson Developer Challenge Jan 2016 – Present

- A website built with [Node.js](#), [express](#), and [jade](#), which uses the Watson news and language analytics API to calculate popularity and reception of products

### Personal Website Dec 2015 – Present

- A website constructed based on a [Bootstrap](#) template with additional feature including an embedded YouTube video player

### Tetromino Simulator Oct 2015 – Dec 2015

- Tetris game developed using [Processing](#), a variation of [Java](#), controlled using the Launchpad microcontroller
- Developed serial communication between the computer and the microcontroller
- Implemented Tetris graphics and game logics in modular and maintainable ways

### Mayo Oct 2015 – Dec 2015

- Gesture-controlled painting software developed in [Java](#) using the [Myo armband](#) and its library
- Utilized the [AWT](#) library for functions such as drawing, erasing, changing color and thickness, and saving to a file

### Dongerino Adventure Nov 2014 – Jan 2015

- 2D turn-based strategy game developed using [Java](#) and [Lightweight Java Game Library](#)
- Implemented a game AI logic using breath-first search and Dijkstra's shortest path algorithm
- Designed [UML](#) diagram using object-oriented design principles
- Developed the core engine of the game, which was responsible for unit interactions

## Experience

### Vice President, Computer Science Club Sep 2014 – Jun 2015

- Tutored other students in [Java](#) and [C++](#) about software design principles, and algorithms
- Exhibited planning and communication skills through organizing weekly meetings, contests, and demos