

Skills

Languages:

- Experienced in Java, C++
- Familiar with C, Arduino, HTML

Technologies:

- Git, Eclipse, Bootstrap, UML

Projects

IBM Watson Developer Challenge

Ongoing

- A website built with [Node.js](#) and [Bootstrap](#), which uses the Watson news and document analytics API to generate a score based on popularity and reception of products

Personal Website

Ongoing

- Built based on a [Bootstrap](#) template with additional features such as 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 the [Myo 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
- Organized weekly meetings, contests, and demos

Awards & Achievements

Cumulative Average | 95.3%

Sep 2015 – Dec 2015

Canadian Computing Olympiad | Bronze Medalist

May 2015

Canadian Computing Competition – Senior | Top 20 across over 3000 contestants

Feb 2015

Canadian Computing Competition – Junior | First across over 3000 contestants

Feb 2014