# **BRYAN DANG**

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#### **EDUCATION**

### **Simon Fraser University**

Bachelor of Science in Computer Science - Software Systems

Sep 2020 – Present

Burnaby, BC

#### EXPERIENCE

#### C++ Frontend Developer Intern

May 2022 - Aug 2022

DaoAI Robotics Inc.

Vancouver, BC

- Used Qt framework with C++, HTML, and CSS to create robot-configuration desktop app front-end
- Collaborated with backend team using Protobuf for data storage and retrieval
- Worked in an Agile environment using Jira and Git

#### **PROJECTS**

**Past Your Peak** | itch.io/past-your-peak/, C#, Unity

July 2023

- Worked in a team of 6 to create a rogue-like Unity game in 24 hours (Game Jam)
- Wrote and debugged scripts for enemy AI and pathfinding logic
- Created and implemented all spritework, including animations

#### Mobile Parenting Application | Java, Android Studio, JUnit

Oct 2021 - Dec 2021

- Used Java in Android Studio to create a mobile parenting application
- Implemented JUnit framework to write unit tests
- · Collaborated with team members in an Agile environment, using Gitlab for version control

# Basic Database Simulator | Java, Spring Boot, Java Swing

Sep 2021 - Dec 2021

- Created a REST API Database using Spring Boot that can perform CRUD operations
- Used Java Swing to create a window-based application GUI for the database
- Implemented a GSON library to serialize Java objects to JSON files for data storage

#### TECHNICAL SKILLS

Languages: Java, C/C++/C#, SQL, HTML/CSS

Frameworks and Libraries: Qt, Spring Boot, Java Swing

Tools: Git, Jira, Unity

#### EXTRACURRICULARS

## **SFU Software Systems Student Society**

May 2021 – Present

Internal Representative, Merch Committee Team Lead

Surrey, BC

- · Coordinate student events such as hackathons, study halls and game nights
- Lead the merch committee team to design and develop merch for students
- Act as Internal Representative to communicate with school faculty / clubs for collaborative events