EDUCATION

BSc Computer Science, Ryerson University, Toronto, ON. (October 14th, 2015)

PROJECTS

2D Endless Runner Game (Sole Developer): Java, libGDX Framework   **August 2015 – Current**
- A 2D endless runner game, in which the player has to avoid multiple blocks through the use of several interactions.
- Application re-uses created objects to populate a dynamic map and level.
- Designed and developed the framework of the game, utilizing a finite-state automata model that handles multiple events, animations, touch interactions, collision detections, unit movements, screen transitions, and assets.

Pattern Memory Game (Sole Developer): Java, libGDX Framework   **June 2015 – July 2015**
- A pattern memory game (available on Google Play), in which the player has to imitate a pattern shown beforehand.
- Developed the framework of the game and module that randomly selects data from file storage and creates a pattern based on those data, in which it uses a single data structure to temporarily store those patterns to reduce memory usage.

DHT- P2P File Transfer Simulator (Sole Developer): Java   **October 2014 – December 2014**
- Developed a Java application that simulates a P2P file transfer by creating a DHT Circle simulator (several server processes) that can run on separate machines or a single machine.
- Through socket programming, developed and applied UDP and TCP protocols structure for the application to allow communications between the DHT circle and multiple client/user processes.
- Utilized multithreading to allow multiple client processes to receive and transfer data from other server processes.

Discord Movie-Bot: Java, JSON   **October 2015 – Current**
- A bot for Discord that reads movie names through the Discord chat and returns information about that movie.
- Developed a JSON reader, utilizing a JSON library, to get information from OMDbapi, and stores that information into an object/data structure.
- Developed functionalities such as a movie roulette, and a chat function.

Lifelens: HTML5/CSS3, JavaScript, PHP   **March 2015 – April 2015**
- A web application that takes in photos and outputs a timeline view based on the time they were taken.
- Developed code that handles image uploads and a timeline page generator for those images.

LANGUAGES AND TECHNOLOGIES
- Proficient with: Java, PHP, HTML5/CSS3
- Familiar with: Python, C++, C, MATLAB, Shell Script, MySQL, JavaScript
- Libraries: libGDX 1.6, SDL 2.0, Android SDK , OpenGL 3.0
- Others: Git, JUnit, SSH, Gradle,, Maven, JSON, XML, Eclipse, Android Studio
- Environments: Windows, Linux
- Principles: Data structures and algorithms, object oriented programming, socket programming