

# J SOE NAING

📍 SURREY, B.C, CANADA | 📞 (604) 808-6787 | ✉️ [JNAING@SFU.CA](mailto:JNAING@SFU.CA)

## ◦ LINKS ◦

[GitHub](#)

[LinkedIn](#)

[Personal Website](#)

[Snorlax Scratch Game](#)

## 👤 PROFILE

Enthusiastic second degree Computer Science student strongly passionate in creating and developing games. Eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Experienced with programming languages including Python, C/C++, Java and JavaScript. Highly motivated to learn, grow and excel in the field of computer science

## ◦ CERTIFICATES ◦

Python Bootcamp on Udemy

## ◦ PROGRAMMING LANGUAGES ◦

Java

C/C++

Python

JavaScript

## ★ TRANSFERABLE/NON-TECHNICAL SKILLS

- Great prioritization and planning skills acquired by experience with assigned project/assignment deadlines at SFU
- Excellent communication (both oral & written) and networking skills gained by working as a sales associate at Eyestar Optical for 3 years
- Outstanding teamwork and leadership skills from working with a team of tutors at Friends of Simon and collaborating with group members for school projects
- Self-driven and highly motivated to achieve set goals

## 📁 TECHNICAL PERSONAL PROJECT EXPERIENCE

### Personal Portfolio Website, Personal Project Feb 2021 – May 2021

- Created a personal website using *React.js* and deployed the app into GitHub pages
- Used bootstrap to incorporate interface components, such as buttons and website logos
- Contains links which will redirect viewers to GitHub, Resume and LinkedIn

### Tom & Jerry Maze Game, CMPT 276 Jan 2021 – Apr 2021

- Programmed a maze game called *Tom & Jerry* in Java language using *IntelliJ*
- Used a set of *Swing components* which allow for creation of a User Interface
- Collaborated and communicated closely with a team of three other members
- Designed the UML and mock-up of User Interface

### Tic-Tac-Toe, Personal Project Apr 2021

- Implemented a simple *Tic-Tac-Toe* game in Python using *PyCharm*
- Used if-else rules to make the computer player intelligent and the game challenging
- Troubleshoot game programming to ensure it builds and runs smoothly on an IDE

### Snorlax Scratch Game, Personal Project May 2020

- Implemented a collecting game named *Hungry Snorlax* using a block-based visual programming *Scratch* language
- Planned out an appealing visual theme to enhance the players' experience
- Designed the main character, rewards and punishments using Paint.NET

## ◦ APPLICATIONS ◦

IntelliJ

GitLab

GitHub

Git Bash

PyCharm

Visual Studio

## ◦ OPERATING SYSTEMS ◦

Linux

Ubuntu

Windows

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## EMPLOYMENT HISTORY

**High School Tutor at *Friends of Simon*, Burnaby** Jan 2018 — Present

- Working with 3 other tutors to assist students in acquiring better understanding of targeted weak areas within a subject or a subject as a whole
- Analyzing and maintaining records of student's progress to teach individual needs
- Implementing and running literacy and numeracy activities for a group of up to 20 students

**Sales Associate at *Eyestar Optical*, Surrey** Apr 2021 — Present , Feb 2016 — Feb 2019

- Dealing with customers' concerns and using appropriate judgment to solve for any arising problems and issues
- Entering new patient/customer profiles and prescriptions into online systems
- Anticipating and responding to customer cues by consistently evaluating customers' needs



## COMMUNITY ENGAGEMENT & EXTRACURRICULAR ACTIVITIES

**Hospitality at *Greater Vancouver Food Bank*, Vancouver** Apr 2019 — Aug 2019

- Assisted on the front-line with daily operation of the on-site food bank
- Sorted through food donations, portioning food and helping with check-out

**Wayfinding at *Royal Columbian Hospital*, New Westminster** Apr 2016 — Feb 2017

- Supported patients, visitors, and clients of the hospital by providing a friendly welcome, information and way-finding directions



## EDUCATION

**BASc in Computing Science, SFU, Burnaby** Sept 2019 — Dec 2022

**BSc in Biological Science, SFU, Burnaby** Sept 2013 — Dec 2018



## INTERESTS

- Playing RPG/strategy MOBA games such as: League of Legends, Maple Story, RuneScape, etc.
- Oil/acrylic painting and digital painting using Procreate
- Traveling to different countries and exploring new cultures and foods
- Spending time with family, friends and puppy