

Kevin Chik

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WORK EXPERIENCE

Marsh & McLennan Companies

Software Developer Intern, Jan 2018 to Apr 2018

Led the development of a React Native application that performs user queries using backend APIs

Implemented two-factor authentication with password and SMS verification

Managed stories and use cases in JIRA to maximize workflow

Created pipelines using Apache Ant and GOCD to automate unit tests and decrease deployment time by 40%

PROJECTS

Evolution Car

Self-Improving car simulator using Java and JBox2D physics engine

Applied a genetic algorithm to optimize vehicle characteristics from an initial gene pool of 20 vehicles

Implemented features to support user created terrains

Jump Guy

Android platform jumping game powered by Firebase

Implemented Realtime Database and Google Play Console to manage players and scores

Multi-threading to run game loop and animations smoothly

Developed physics engine features including gravity and friction

McDonald's Minecraft Mod

Modified existing Java for the videogame Minecraft

Created Python script to generate JSONs for 3D modelling

Implemented classes from source code to create new materials and items

Bee Harmony

Created client infrastructure for a real-time chat software using Java

Designed back-end architecture for client to relay messages over local Wi-Fi

Omega2 Smart Alarm

Track and analyse sleeping patterns using C++

Provide sleep habit recommendations based on collected data

Parsed JSONs from RESTful API using Python to display forecast

Skills

Java

C/C++

Python

JavaScript

React Native

HTML/CSS

EDUCATION

University of Waterloo

2017-2022

Candidate for Bachelor of Applied Science in Computer Engineering

AWARDS

Magna Family Scholarship

Awarded to 20 direct relatives of Magna employees from Canada and US

INTERESTS

Limelight Dance Crew

Dragon Boat