



# KEVIN CHIK

## COMPUTER ENGINEERING

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## Skills

### Languages

- Java, SQL, JavaScript, HTML, CSS, C++

### Frameworks/Libraries

- Java swing, JavaFX

## Awards

### Magna Family Scholarship

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

### President's Scholarship Award

Achieved by having an average above 90%

## Education

### University of Waterloo

2017 - 2022

Candidate for Bachelor of Applied Science in Computer Engineering, Honours Co-op

## Relevant Courses

### Fundamentals of Programming

C/C++

Searching and sorting algorithms

Object oriented design

Testing and debugging strategies

## Interests

Dragon boat, Swimming

## Summary of Qualifications

- Apply skills quickly by incorporating them into side projects
- Outstanding communication skills from interacting with pool patrons and lifeguard colleagues
- Effectively managed time by working on side projects, practicing for national dragon boat championships, and maintaining an average above 90%

## Experience

### Lifeguard/Swim Instructor

September 2016 – June 2017

- Resolved patrons' complications effectively to improve customer satisfaction
- Communicated with other lifeguards to ensure safety of swimmers
- Completed report cards under strict deadlines to document student progress

## Projects

### Arduino Smart Alarm – C++ (Linux)

- Created an Arduino alarm that tracks and analyses a user's sleeping patterns
- Developed a function to read weather forecasts from a website
- Implemented a LCD screen to display time and weather

### EvoMobile – Java

- Created an object-oriented game to simulate driving over randomized terrain using Java and JBox2D
- Developed self-improving algorithm to optimize vehicle characteristics
- Implemented feature to support user created terrains
- Designed simulation display and menu using JavaFX

### Bee Harmony – Java

- Created client infrastructure for a real-time chat software
- Designed back-end architecture for client to relay information with the server
- Developed chat box and menu using JavaFX

### Star Hop – Java (Android)

- Created an object-oriented jumping game on Android
- Implemented threading to run game loop
- Developed physics engine features including gravity simulation

### Tournament Generator – Java/HTML/CSS

- Developed a web app that displays a bracket for a double elimination tournament
- Implemented auto-refreshing when database is updated
- Designed GUI using HTML and CSS

### Senior Story Design Project – Adobe Premiere

February 2016 – June 2017

- Produced short movie based on a client's anecdote using Adobe Premiere
- Led a small team and managed roadmap to improve efficiency
- Developed storyboards and journey maps to align team vision and improve overall production quality

## Extracurricular Activities

### Canadian National Dragon Boat Competitor

September 2016 - August 2017

- Placed 3<sup>rd</sup> in Canadian National Championships Junior Division
- Dedicated four hours every week to practice, as well as time outside of practice for physical conditioning