ubc science co-op
T: 604.822.9677 | F: 604.822.9676 | science.coop@ubc.ca | www.sciencecoop.ubc.ca

Chee Yew Lim

cylim.net
cheeyew.lim@alumni.ubc.ca

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

B.Sc. Major in Computer Science
Jan 2016 - Current
Cum. GPA: 85 / 100

LINKS

Website: // **cylim.net**
Github:// **knox153**
LinkedIn:// **jonathanlimcy**

SKILLS

LANGUAGES

C • C++ • Java
Javascript • Typescript
Lua • Python

OTHERS

HTML • CSS • Jekyll
Git • OpenGL

COURSEWORK

UNDERGRADUATE

- Software Construction
- Intro to Software Engineering
- Basic Algorithms and Data Structures
- Intermediate Algorithm Design and Analysis
- Intro to Computer Systems
- Video Game Programming
- Definition of Programming Languages
- Computational Optimization

Current:

- Intro to Relational Databases
- Computer Hardware and Operating Systems
- Internet Computing

EXPERIENCE

CLEVEST | Quality Assurance Analyst (CO-OP)

Sep 2018 - Aug 2019 | Vancouver, BC

- Wrote **Rake** tasks to automate QA environment setup which includes managing database, IIS web server, files, configurations, etc.
- Automated test cases with **C#**, **Selenium**, and **SpecFlow**
- Identified software anomalies by performing sanity and smoke test
- Created detailed bug reports for developers, and worked alongside them to troubleshoot issues
- Reviewed and verified user stories from product managers
- Wrote and updated test cases as necessary
- Created various guides for testing new features

FARRINGDON GROUP | Finance Intern

June 2017 – June 2017 | Malaysia

- One month internship with Farringdon Group which specializes in financial management
- Shortened time to acquire financial data by utilizing API and scripts
- Conducted manual testing on website and provided bug reports
- Researched and computed various financial data

PROJECT

INSIGHTUBC Sep 2019 – Dec 2019

- Full-stack web application that provides a query system for UBC course and room
- Developed bank-end query engine with aggregation to retrieve information from the data set using **Typescript**
- Built RESTful API with Restify, and tested the API by creating test scripts in Postman

CAPTURE THE CASTLE Sep 2019 – Dec 2019

- A two-player game written in **C++** and **OpenGL** where players have to navigate through a maze and capture their opponent's flag
- Created without using a game engine, the game contains entity-component system, particle system, physic simulation, event system, state machine, etc.

EMPTY DUNGEON Aug 2019 – Aug 2019

- Designed and developed a game within 48 hours for GMTK Game Jam 2019 using **Lua** and **LÖVE** framework
- Built a level loader to automatically initialize levels based on the files generated by Tiled. This speeds up the level creation process and allows anyone to create levels easily