

Ken Torii 32222B Software Engineering

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SUMMARY OF SKILLS

- App. Development: C#, C++, C, Python
- Web Development: React, HTML, CSS, SASS, ASP, PHP, JavaScript, jQuery, Bootstrap, MySQL, Drupal, Amazon Web Services
- Software: Git, Virtual Machines

PROFESSIONAL EXPERIENCE

Venngage, May. 2017 – Aug. 2017 | Toronto, ON, Canada

Software Developer

- Created new features both front-end and back-end for the venngage.com site using React and AWS resources

University of Waterloo, Sep. 2016 – Dec. 2016 | Waterloo, ON, Canada

Web Developer / IT Support

- Developed a mobile-friendly web app that showed an interactive map of the building using jQuery, CSS, and PHP

Ontario Institute for Cancer Research, Jan. 2016 – Apr. 2016 | Toronto, ON, Canada

Front-End Web Developer

- Developed a client's desired site using React, PHP, and Drupal's CMS
- Converted the web-dev team's component library to React

UseMyServices Incorporation, May. 2015 – Aug. 2015 | Toronto, ON, Canada

Technical Analyst / Developer

- Created scripts to scrape tables from web pages into CSV/JSON files using Bash

PERSONAL GAME PROJECTS

Dango Plop! beta, May. 2017 – Aug. 2017

- Created a 2-D shooting arcade game using the Unity 5 engine and C#
- Worked in a team as team manager, developer, and sound producer

Dango Puck! v1, Dec. 2016 – Jan. 2017

- Created a unique speed hockey game using the Unity 5 engine and C#
- Built 3-D objects and other graphics on Blender, Photoshop, and Illustrator

Straights Card Game, Jun. 2016 – Aug. 2016

- Built a card game using C++ and the gtkmm toolkit
- Implemented object-oriented design patterns, including the MVC model

Space Dodgers v1, Apr. 2013 – Jun. 2013

- Developed a music arcade game using Python's Pygame library