

## Technical Skills

|                        |                                    |
|------------------------|------------------------------------|
| Programming Languages: | C++, C, Java                       |
| Database Servers:      | MS SQL 2012                        |
| IDE & Tools:           | Netbeans, IntelliJ, Android Studio |
| Other Software:        | Git, MS Office, Windows, Linux     |

## Transferable Skills

- Able to effectively split tasks from experience working with a team of other waiters
- Attentive to detail and organized as required from diagnosing bugs
- Able to communicate ideas and problems from working in customer service and QA
- Able to pick up new software and technology from experience in computer science

## Technical Work Experience

### Learning Branch Inc. – QA Tester

Dec 2017 – Dec 2018

- Manually test application using systematic procedures to ensure correct functionality
- Report bugs thoroughly and accurately highlighting steps to reproduce them
- Frequently test new updates under agile development cycles to meet production deadlines
- Led QA team and worked closely with development team to plan new future releases

## Technical Project Experience

### Fortress Defense

Feb 2017

- Designed and separated game logic and user interface into packages promoting encapsulation
- Developed a randomizing algorithm to build and place Tetris shaped tanks onto the board
- Effectively utilized branching features of Git and simulated a small development team with my partner

### Minion Tracker

Jan 2017

- Created a program that uses input from terminal to create and store minions with Java
- Learned basics of using classes in an object-oriented manner

### List Implementation

Jan 2017

- Implemented a List data structure using statically allocated arrays as an underlying structure
- Learned importance of having good design to have efficient performance timings for searches, etc.
- Created basic test cases to test functionality and check results in edge cases

### Carbon Tracker Android App

Mar 2017 – Apr 2017

- Developed over three agile iterations using Scrum principles
- Learned how to efficiently use Android Studio and Git version control
- Implemented features including notifications, save and load, emissions control, etc.

## Technical Project Experience

### Lego Mindstorms EV3

May 2016 – Jul 2016

- Built a Lego Mindstorms EV3 robot under strict size constraints over several iterations
- Utilized a right-wall tracking algorithm to navigate a maze and determine the most efficient path back
- Developed an algorithm to track over a given line using a light sensor

### Motion Powered Flashlight

Jan 2016 – Apr 2016

- Engineered a flashlight that uses motion from the user to generate power
- Created an innovative power system that stores energy from motion into a battery
- Drafted several outlines of the structure of the flashlight within constraints and deadlines

## Non-Technical Work Experience

### Pho Hoa Noodle Soup – Server

Apr 2016 – Aug 2017

- Acquired ability to work under high pressure during rush hours
- Improved teamwork and communication skills with team members as well as customers

## Volunteer Experience

### SFU Surrey Open House

May 2016

- Advertised for and directed guests to the Environmental Faculty's presentation
- Assisted in directing guests to other exhibits when stationed as observer

### SFU Fall Kickoff

Sept 2015

- Efficiently handled ticket processing for high volume of attendees
- Able to quickly analyze contents during coat check

### School Tutor

Nov 2014 – Feb 2015

- Tutored ESL students using adaptive strategies to help them understand complex English problems
- Used different learning techniques depending on the student's unique learning style

## Education

### Simon Fraser University

Sept 2015 – Dec 2020

- Bachelor of Science in Computing Science

## Interests

- Powerlifting
- Video Games