BRIAN LIM

brianlim0201@gmail.com | github.com/limb0131

EDUCATION

University of Manitoba   Graduated October 2024
Bachelor of Computer Science   *Winnipeg, MB*
- University of Manitoba Entrance Scholarship Recipient, Janice Morley-Lecomte MLA Scholarship Recipient

TECHNICAL SKILLS

Programming Languages: HTML/CSS, JavaScript, Java, C, C++, React
Developer Tools: Git, VSCode

EXPERIENCE

Cook - CooksGoodFood: St. Vital Curling Club   Oct 2018 - Present
- Skillfully interact with a diverse customer base of 20+ individuals per shift, providing exceptional service and fostering positive dining experiences.
- Expertly handle financial transactions ranging from $500 to $1000 per shift, ensuring accuracy and trust in monetary operations.
- Responsible for kitchen closing procedures, ensuring proper sanitation and security measures are implemented at the end of each night.

Finishing Production Line - Pollard Banknote   June 2023 - Sept 2023
- Collaborated within a dynamic team of 50 in a high-volume environment of over 200 individuals, adhering to rigorous rules and regulations to ensure the exceptional quality and accuracy of lottery tickets.
- Thrived in a fast-paced setting that demanded keen attention to detail and precision, ensuring seamless production and maintaining the highest standards throughout the process.
- Played a crucial role in the successful production of over 10,000 lottery tickets per shift, contributing to the efficient and timely delivery of high-demand products.

Mover - Quick Transfer Ltd   July 2019 - July 2020
- Collaborated within a dynamic team of up to 20 movers, executing seamless local moves around Winnipeg with precision and timeliness.
- Exemplified adaptability by occasionally taking on the role of a van driver, demonstrating proficiency in managing logistics and ensuring smooth transportation
- Demonstrated problem-solving abilities during moves, resolving challenges efficiently and ensuring the safety of clients' belongings.

PROJECTS

Booking Website | *React, Emailjs*
- Developed a basic prototype website catering to diverse businesses, offering a baseline website that can be adapted to any business.
- Implemented a functional contact page that facilitates seamless communication and fosters customer engagement.

Movie Guide | *Java, HQSLDB*
- Along with a small team of around 4-5 members, we created an innovative Android app, featuring an extensive library of movies to enhance user experience and streamline movie discovery.
- Utilized Java and HQSLDB to optimize database interactions, ensuring quick and efficient retrieval of movie information.

Game of Life | *Java*
- An implementation of Game of Life using Java that uses a predetermined game board designed by the user.
- Given a unique starting game board, the program implements the user input to simulate the outcome of a given board.

Triangle Cutter | *Processing*
- Created a dynamic program utilizing Processing, showcasing a customizable and interactive triangle that sparks creativity and exploration.

- Implemented user-friendly features to move, alter, and divide the triangle, providing an engaging and visually stimulating experience.

Space Rocket | *Processing*
- Crafted a visually captivating program in Processing, featuring a rocket ship responsive to user mouse input, offering an interactive and entertaining display.
- Rocket model implemented from scratch to showcase ability of graphic design.

EXTRA CURRICULAR

UoM devClub

Executive Member
- Actively contributed to coding marathons, fostering an environment of collaboration, and inspiring innovation among fellow members.
- Help create an inclusive space for new students, providing support to help them thrive in the new environment.

LANGUAGES

English: Native/Bilingual proficiency
Korean: Professional working proficiency