

Michael Hou

Year 2, Combined Major in Computer Science & Statistics

✉ michael-hou@outlook.com

🖥 michaelhou.me

☎ +1 (778) 680-0858

Education **University of British Columbia** | Expected Graduation: May 2020
Teaching Assistant: CPSC210 — Topics: Java; OOP; Design Patterns; Testing
1st year GPA: **4.26/4.33**
A+ in all CPSC and MATH courses

Personal Projects

Space Explorer | iOS Game

- > Created a space-themed endless-running arcade game in Swift
- > Available in the iTunes App Store (search "Michael Hou")
- > Implemented game physics from scratch (contact detection, object dynamics) and features such as sound controls, vector graphics, and social media integration
- > Utilized object-oriented design and the MVC pattern; made use frameworks such as Cocoa Touch, UIKit, SpriteKit, CoreMotion, and FacebookSDK

Gardathon | Desktop Game

- > Used functional programming to develop a gardening simulator game in Racket
- > Modelled the data structure and implemented it with a systematic approach
- > Made in a team of five during nwHacks

Academic Projects

Mind the Gap | Android App

- > Completed and tested (using **JUnit**) the implementation of a **Java** Android application that maps subway lines and provides real-time arrival data
- > Used **JSON**-format parsing to retrieve information from open data servers
- > Applied the OSMDroid API to plot lines and stations on a MapView
- > **Received a mark of 100% on both phases of the project**

Experience **Microsoft** | Garage Intern
Upcoming work term during W17

Activites

DubHacks: Lead a team of four to create a web app using AngularJS

UBC CS Tri-Mentoring: Met with industry mentors and senior students to set and achieve career-related goals

Google Games: Competed in building, puzzles, and coding challenges

Microsoft Machine Learning Challenge: Competed in predicting Titanic passenger survival given a dataset and learned to use Azure Machine Learning

nwHacks: Collaborated with a team of five to create a game in Racket and attended talks hosted by different tech companies

Hobbies Sketching on paper and digitally | Practicing piano | Biking around campus

Skills Racket (1 year) | Java (10 months) | Swift (6 months) | JavaScript (4 months) | C++ (3 months)