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OBJECTIVE	To obtain an entry-level software related job.

TECHNICAL SKILLS	Operating Systems: LINUX/UNIX, WINDOWS 7, MAC OS X Programming Language: Java, Html, CSS, Javascript Library and Framework: jQuery, ProcessingJS, KnockoutJS, Bootstrap Tools: Chrome DevTools, Sublime Text, gulp.js, Git, Github, Eclipse Microsoft Office Suite

WORK EXPERIENCES

Engineering Tutor   Nov 2014 - Current
McMaster Engineering Society
- Works with students to provide academic support for their engineering courses.
- Motivates students to work hard towards their Engineering Degrees.
- Interacts with students to improve their study skills.

Software Developer Intern   Sept 2013 - May 2014
Corporate Technology Department at Siemens Ltd. China
- Maintained and modified code for a big data analysis application built for Hua Xia Bank with the collaboration of other interns.
- Ensured that the data mining algorithm was hidden using Java encapsulation.
- Composed code to provide the visualization of analyzed data in the front end using Processing.js, a visualization language, in the form of Candlestick chart.

EDUCATIONAL EXPERIENCES

Front-End Web Developer Nanodegree   Nov 2014 - Current
Online Technical Program
Udacity
- Related courses: Intro to HTML and CSS, Intro to jQuery, Javascript Basics, Objected-Oriented Javascript, Javascript Design Patterns, HTML5 Canvas

Bachelor of Engineering, Software (Embedded Systems)   Class of 2015
McMaster University
- Related courses: Human-Computer Interfaces

Bachelor of Engineering, Level I   Sept 2010 - April 2011
Dalhousie University

PROJECTS   Human-Computer Interfaces Coursework
● Designed UI for a multi-purpose timer application in a group of four students.
● Applied Don Norman's Design Principles when analyzing existing application.
● Composed a paper mock-up for UI with other student.
● Drew Hierarchical Task Analysis for two primary functions of the software.

Mockup to Website
● Identified the layout and various elements in order to replicate the webpage.
● Applied Bootstrap grid system to make the webpage responsive.
● Designed and refined Html and CSS continuously to reach a mismatch of 8%.

Interactive Resume
● Built the personal resume using Javascript.
● Wrote JSON objects for all sections including introductions, work experiences, projects and educations.
● Used jQuery functions to insert Html Document Object Model to index.html.
● Added Bootstrap JS Modal functionality to all images in the project section.
● Applied CSS3 transition to the animation of skills section on the desktop screen.

Classic Arcade Game Clone
● Recreated the classic arcade game Frogger using HTML5 Canvas.
● Incorporated Enemy, Player, Gems, Selectors and Texts_end entities to the same game using Objected-Oriented Javascript.
● Added Player selections screen to the game.
● Implemented the effect of players floating in the water.

Neighbourhood Map Project
● Developed a single page application featuring a map of neighborhood using Google Maps Javascript API.
● Used media query and fixed positioning for responsive design.
● Implemented collapsable venue list using CSS3 transition.
● Applied KnockoutJS MVVM design pattern for venues in the map.
● Accessed data for venues through FOURSQUARE API using Asynchronous Javascript.

ACTIVITIES   Student Walk Home Attendant Team, McMaster University   Sept 2012 - April 2013

HONORS   Dean's List, Dalhousie University   April 2011
               In-Course Scholarship, Dalhousie University   April 2011