Napon Taratan

GitHub: https://github.com/napon Website: https://napontaratan.com Linkedin: https://ca.linkedin.com/in/napontaratan Email: napontaratan@gmail.com

Experience

Software Engineering Intern, Microsoft

Summer 2016

- Improved existing telemetry pipeline by introducing a generic payment flow reducer and an XML configuration parser for new payment types
- Setup data visualization report using C# and proprietary libraries
- Implemented new features to the store client using EmberJS

Software Engineering Intern, Google Inc.

Summer 2015

- Implemented a multi-layered map visualization tool for data centers using Javascript Closure Library, HTML, and CSS
- Redesigned the rendering process to support a new back-end implementation

Software Developer, Loudcrow Interactive Inc.

Summer 2014

 Worked along side engineers and designers to create interactive story book apps for children using the company's proprietary game engine

Undergraduate Teaching Assistant, University of British Columbia

2013 - 2015

- CPSC 210: Software Construction class size of 350 students (estimated)
- Held labs and office hours to assist students in assignments and projects

Education

Bachelor of Science, Computer Science University of British Columbia Graduation: May 2017

(Expected)

Relevant Projects

Vibernate Android App

Spring 2015

- Implemented the core functionality of the app that controls the device's ring tone mode by issuing Pending Intents and using Broadcast Receivers to trigger actions at a specified time
- Published the app to the Play store

Grouple - Hackathon

Winter 2015

- Won third place at Urban Opus Smart City Hackathon
- Worked in a team of four to create a cross-platform mobile/web application in under 8 hours
- Incorporated Firebase server to store user created events and push real time updates across all users' devices
- Integrated Facebook API and Google Maps API

Support 2D - Game Jam

Winter 2015

- Collaborated in a group of four to build a survival game using Unity and C# as part of Vancouver Global Game Jam
- Built a tracking camera that only moves within the world's coordinates

Technical Skills

Proficient in Android Development, Java, Javascript, C# Familiar with HTML, CSS, Git, Golang Exposed to C, C++, iOS Development, PHP, SQL

Operating Systems: Unix, Linux, Windows

Achievement | First place - People's Choice UBC e-Portfolio Competition Award 2014