Richard **MAC**

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Education

British Columbia Institute of Technology   **Graduation** April 2023
Computer Systems Technology, Diploma (Class Rep)
Courses: OOP in Java & Python, Procedural Programming in C, Algorithms, Operating Systems, Data Structures

Skills

Languages: Java, Python, Javascript, HTML, CSS ,C , C++, C#
Technologies: React.js, MongoDB, Next.js, MySQL, AWS, Express, Git

Work Experience

RDNKN Sept 2022 – Dec 2022
Software Developer
• Conducted keyword research to improve the website's search engine optimization to get more traffic to the online store
• Reformatted the layout of canadian e-commerce website to improve user experience
• Improved websites filtering system and updated the product collection types with standardized naming conventions

Inter Explore March 2022 – May 2022
Software Developer
• Created business logic towards user login/creation functionality
• Implemented profile functionality to store user information and images into a database to dynamically display on the application
• Led daily scrums as the scrum master to ensure efficiency and organization using agile methodologies
• Designed application home page and profile user interface

Projects

Nature Go
Software Developer   March 2021 – May 2021
• Implemented core functionality to use link google lens API to detect animals based on image and deliver information back to the user
• Designed and implemented CRUD features for the profile page interface
• Led team in scrums as the scrum master

Pugma Ultima
Software Developer - Core Mechanics Team Sept 2023– Dec 2023
• Worked in a large team of twenty, split into five sub-teams to create a network platform fighting game using Unity engine and Photon
• Created character movement mechanisms
• Helped build network architecture to make the application capable to be played online