

Richard MAC

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Education

British Columbia Institute of Technology

Graduation April 2023

Computer Systems Technology, Diploma

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, NextJs, AWS, Express, Git

Work Experience

RDNKN Sept 2022 – Dec2022

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 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