

Richard MAC

richardmac_604@hotmail.com | 604-828-1308 | [Linkedin.com/in/richardmaccode](https://www.linkedin.com/in/richardmaccode) | [Github.com/richardmac604](https://github.com/richardmac604) | [Portfolio](#)

Education

British Columbia Institute of Technology Computer Systems Technology, Diploma

2023

Class Representative: I excelled in communication to resolve issues to bridge the gap between students and instructors. My role extended beyond problem-solving as I shared successes to foster collaboration and improve overall student experience. This experience enhanced my leadership and interpersonal skills.

Skills

Languages: Javascript, Python, Java, HTML, CSS, C, C++, C#

Technologies: React.js, Next.js, Express, Typescript, AWS, Git, .NET, Node

Databases: MongoDB, PostgreSQL, MySQL, Firestore

Work Experience

RDNKN | Full Stack Developer | (Sponsored Project)

Sept 2022 – Dec 2022

- Conducted keyword research to enhance SEO, improving visibility through search engine results
- Spearheaded the redesign of the Canadian shopify website demonstrating expertise in e-commerce platforms and web design
- Improved the website's filtering system and updated the product collection types with standardized naming conventions.

Inter Explore | Full Stack Developer | (Sponsored Project)

March 2022 – May 2022

- Developed a full-stack mobile application based on client requirements, allowing users to cluster together based on interest to chat and set up events using React Native, MongoDB, Express, and Node.
- Created business logic for user login/creation functionality.
- Implemented a RESTful API to control user information and images in a database to dynamically display on the application.
- Led daily standups to ensure efficiency and organization using agile methodologies.
- Designed and implemented the application homepage and profile page.

Aritzia | Warehouse Associate

August 2016 – August 2022

- Efficiently picked orders according to established protocols, ensuring accuracy and timeliness in fulfilling demands
- Won awards for best performance in ecommerce and retail picking during sale periods
- Managed inventory levels by conducting regular stock counts, identifying discrepancies and reconciling variances to ensure accurate inventory records
- Collaborated effectively with team members and supervisors to prioritize tasks, coordinate workflow and meet daily production targets

Projects

Nature Go | Full Stack Developer

2021

- A full-stack application that encourages users to capture photos of different animals to receive in-depth information about the wildlife around them and store in their collection with an incentivized points system.
- Utilized Google Lens API to detect animals based on the image and deliver information back to the user.
- Worked on the system to display animal information from a wildlife API based on given names.
- Designed and implemented CRUD features for the profile page interface.
- Led the team in daily scrums as the scrum master.
- Used JavaScript, Node.js for the backend and HTML/CSS for the frontend.

Pugma Ultima | Software Developer (Core Mechanics Team)

2021

- 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 of being played online.