


# Shawn Yama

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## HIGHLIGHTS

- Efficient in learning new tools and technologies
- Skilled and enthusiastic in web development, games and UI/UX design
- Well-versed in software development life cycles
- Reliable team player - enjoys sharing, discussing and learning new ideas and approaches

## EDUCATION

✎ **B.S. Computer Science Co-op**  
**Ontario Tech University - Oshawa ON**  
2017 - 2022

## TECHNICAL SKILLS

### \* Programming

JavaScript, Python, Java, Kotlin, Dart, C++, C#

### \* Web Development

React, Node.js, HTML, CSS, Webpack, Flask, Socket.IO

### \* Tools & Technologies

Bash, Git, Flutter, Unity, Docker, MySQL, MongoDB, PostgreSQL, Firebase, Linux/UNIX, Windows

### \* Patterns & Practices

UI/UX Design, Object Oriented Programming, UML, Functional Programming, Wireframing, Algorithms, Data Structures

## WORK EXPERIENCE

➤ **Web Developer, UG Research Fellow** [[covidconnect.me](https://covidconnect.me)]  
**vialab - Oshawa ON**

**Project 1** - Built Card-IT, a web app that teaches Italian verb morphology by quizzing users through flashcards. Developed a visually appealing frontend with React and Sass along with its backend built with Flask and MySQL. Currently adding a new classroom mode for teachers to test students and keep track of their progress.

**Project 2** - Collaborated in developing Covid Connect, a web app that serves as a mental health chatbot for people to share their stories and difficulties related to the COVID-19 pandemic. Designed a novel visualization system using D3.js and Pixi.js which allows users to view stories of others that are similar to their own.

*May 2020 onwards — D3.js, Pixi.js, React, Sass, Webpack, Flask, MySQL, Docker*

➤ **Teaching Assistant**  
**Ontario Tech University - Oshawa ON**

Managed, marked and assisted students in labs for Intro to Programming for Scientists (Python) and Programming Workshops I/II (C++). These courses cover programming fundamentals, problem solving strategies, memory management and documentation.

*Jan 2020 - Apr 2020, Sept 2021 onwards — Python, C++*

## PROJECTS

➤ **Card-IT Multiplayer Gamification [UG Honours Thesis]** [[cardit.vialab.ca](https://cardit.vialab.ca)]  
Gamifying a language learning application (Card-IT) where multiple players race through a quiz. Players can assist themselves and slow down their opponents game by using items gained along the way. Multiple Card-IT sessions communicate through Socket.IO. A co-op mode is also in development.  
*Sept 2021 onwards — React, Sass, Socket.IO, Flask, MySQL*

➤ **QuizMe** [[github.com/TylerBroda/QuizMe](https://github.com/TylerBroda/QuizMe)]  
An Android app where users can create their own multiple choice quizzes for studying. Quizzes made by others can be explored and filtered through by category. A specific user can be followed to easily view their quizzes.  
*Nov 2021 - Dec 2021 — Flutter, Dart, Firebase, SQL*