

EDUCATION

MCGILL UNIVERSITY B.A. COMPUTER SCIENCE

2009 - 2014 • Montreal, QC

- Areas of focus: algorithms, discrete math, theory.
- Graduate level bioinformatics research on phylogenetic algorithms + RNA folding structures.
- Minors in Mathematics and English Literature.

NEW ENGLAND COMPLEX SYSTEMS INSTITUTE | COMPLEX SYSTEMS THEORY AND MODELLING

2016 • Cambridge, MA

- Studied cellular automata, biological systems, geosocial systems, artificial intelligence.

SKILLS

PYTHON, JAVASCRIPT, JAVA, HTML/CSS

C++, PHP, SQL

ReactJS, Node.js, ArcGIS, Processing, Excel, Photoshop

EXPERIENCE

TAIWAN COMPULSORY NATIONAL SERVICE | HUALIEN CULTURAL CENTER

2014 - 2016 • Hualien, Taiwan

- Data engineer for audience questionnaires database. Light and sound systems technician.

Z-AXIS ENTERTAINMENT | DEVELOPER

2015 - 2016 • Remote

- Designed and implemented collision, shattering, and tiling algorithms in C#.
- Created 3D models and assets in Blender.

MCGILL GEOGRAPHIC INFORMATION CENTER | RESEARCH ASSISTANT

2013 - 2014 • Montreal, QC

- Wrote Java scripts to extract, transform, and load field data for a large-scale study of Amazon River communities.
- Performed statistical analysis and modelling of rural economies in Stata.
- Designed and created maps of North American coastal wetlands in ArcGIS.

DECODE GLOBAL | DESIGN & PROGRAMMING INTERN

2013 - 2014 • Montreal, QC

- Designed and developed company website.
- Developed and tested gameplay elements for social awareness mobile game Get Water!.
- Graphics and copy writing.

RANDOM HACKS OF KINDNESS | ORGANIZER

2010, 2012 • Montreal, QC

- Managed all aspects of event logistics and equipment setup.
- Implemented gamma correction image module for mWater project.

BUILD-IT-YOURSELF | CONTENT DEVELOPER

2006 - 2008 • Cambridge, MA

- Created LEGO robotics teaching modules. Taught art, robotics, and programming at middle school summer programs.
- Tested and developed programmable bricks (Crickets) with the MIT Media Lab.