

Terry Mak

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EDUCATION

George Brown College

Jan 2025 – Present

Postgraduate Certificate – Cloud Computing Technologies

Toronto, ON

- GPA: 3.58 / 4.0, Dean's Honour List
- Relevant Courses: Windows Server Infrastructure, Microsoft 365 Identity and Services, Microsoft Azure, AWS (ongoing)

The University of Hong Kong

Sept 2020 – Jul 2024

Bachelor of Science – Computer Science, Minor in Information Systems & Analytics

Hong Kong

- Relevant Courses: Data Structures and Algorithms, Object-oriented Programming, Database Management Systems, Software Engineering

SKILLS

Languages: Python, JavaScript, Java, C++, C#, SQL, HTML, CSS

Technologies: React, Flask, Node.js, Scrapy, Microsoft 365, Microsoft Azure, REST APIs, Retool, WordPress, Google App Engine

Tools: Git, GitHub, GitHub Actions, PostgreSQL, Android Studio, Unity

EXPERIENCE

Harmony 88 Co.

Sept 2023 – Jan 2024

Software Engineering Intern – Retool, Google Docs API, JavaScript, REST APIs, Git, JSON

Hong Kong

- Designed and deployed a centralized inventory system supporting 8+ modules, managing 200 stock items across 25 Amazon products.
- Integrated real-time data from Retool and Google Docs to sync inventory, shipments, and replenishment across teams.
- Enhanced product scraping tool with new filtering, tagging, UI improvements, and field expansions, streamlining business workflows.
- Consolidated daily inventory operations into a single internal web tool, reducing redundancy and Excel-based data errors by 75%.
- Held weekly tutorial sessions for business team members, improving tool adoption and gathering user feedback for further improvements.

Harmony 88 Co.

Jun 2023 – Aug 2023

Software Engineering Intern – Python, Scrapy, Flask, PostgreSQL, CSV, Git, GitHub, VS Code

Hong Kong

- Developed an Amazon product search tool with Scrapy and Flask for instant product attribute queries, enabling business team members to apply custom filters and export CSVs for respective products, reducing manual lookup time by 1 hour daily per user for a team of 5.
- Built an automated ASIN monitoring system with Retool that tracked pricing, rank, and rating trends across 50–250 SKUs per session, delivering hourly insights for strategic decision-making over custom time frames, with over 300,000 entries stored PostgreSQL database.
- Implemented validation logic to clean and detect malformed data, reducing input errors caused by manual input by 90%.
- Followed agile principles and held daily feedback sessions with supervisors to ensure alignment and develop required functionalities.

ADDITIONAL EXPERIENCE

Mr. Fish

Mar 2025 – Present

Front of House Associate

Toronto, ON

- Delivered high-volume customer service including order taking, payment handling, and maintaining dining area flow during peak hours.
- Prepared drinks and desserts to brand standards, contributing to smooth service for 100+ daily guests.
- Supported team operations by multitasking across cleaning, resetting tables, and front-of-house coordination.

PROJECTS

Lockdown Reviser ([link](#)) | Python, HTML, CSS, JavaScript, JSON, localStorage

Feb 2025

- Created an MCQ quiz tool that mimics LockDown Browser, for certification revision, running locally and entirely in-browser.
- Included no-backtracking mode, answer tracking with localStorage, and instant feedback with correct answers and explanations.
- Used Python scripts to extract and filter question banks from PDF, generating and filtering a JSON set of structured questions for frontend.
- Supported revision mode that recycles incorrect answers after finishing the question set, continues until fully mastered.

Trackazon ([link](#)) | Scrapy, Flask, Tailwind CSS, HTML, JavaScript, Python

Apr 2024

- Built a full-stack web tool from scratch to analyze Amazon product data using ASINs with real-time scraping and scheduled monitoring.
- Implemented a Scrapy-Flask backend for live lookup, and a Tailwind-powered frontend with sortable tables and progress indicators.
- Added a scheduler feature with configurable intervals (1/6/24 hr, for 1/3/7 days) and CSV export of timestamped product data.
- Enabled personal use with fully local infrastructure by running backend locally, removing reliance on third-party APIs or logins.

Fly Guys ([link](#)) | Unity, C#, Physics Engine, Audio & UI Animation

Apr 2023

- Developed a single-player obstacle course game inspired by Fall Guys using Unity and C#.
- Designed 3 tutorial stages and 8 unique levels with checkpoints, physics-based obstacles, and a star-based grading system based on time.
- Added animated UI, background music, audio feedback, skybox and reflective player models to enhance visual quality and immersiveness.
- Released a playable build with functional checkpoints, skybox variety, and responsive controls, downloadable on Github.