

# Timothy Jou

timothyjou@hotmail.com | (604) 897-8918

**Portfolio:** <http://timothyjou.github.io/>

**LinkedIn:** <https://ca.linkedin.com/in/timothyjou>

## TECHNICAL SKILLS

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Programming Languages	• Java (2 years) C++ (1 years) MATLAB (1year) SQL (6 months)
Web Languages	• HTML, CSS, JS (1 year)
Software	• Eclipse, Unity Engine, Perforce, Git, JIRA, Chrome Dev Tool

## EDUCATION

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<b>Bachelor of Computer Science (B.CS) (Expected graduation, December 2018)</b> University of British Columbia, Vancouver, BC, Canada	Sep 2015 - Present
<b>Bachelor of Science (B.Sc) - Major in Microbiology and Immunology</b> University of British Columbia, Vancouver, BC, Canada	Sep 2011- Apr 2015

## RELEVANT WORK EXPERIENCES

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<b>Junior Developer – UBC Work Learn</b> School of Population and Public Health, UBC, Vancouver	Sep 2017 - Present
<ul style="list-style-type: none"><li>• Implemented new front end features by using the <b>React JS framework</b></li><li>• Constructed <b>SQL queries</b> for database maintenance</li></ul>	
<b>Developer Intern</b> SAP, Vancouver	Sep 2016 – May 2017
<ul style="list-style-type: none"><li>• Maintained and enhanced Crystal Report and Business Intelligence platform using <b>JAVA</b> and <b>C++</b></li><li>• Developed technical <b>teamwork</b> and <b>communication</b> skills in a corporate setting</li><li>• Contributed to the development of internal tool that helps to organize the code lines using <b>JAVA</b></li></ul>	

## TECHNICAL PROJECTS

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<b>Microsoft Hololens Capstone Project at Centre for Digital Media (Academic)</b>	May 2017-Present
<ul style="list-style-type: none"><li>• Developed a basketball drill prototype using the <b>MS HoloTool kit</b> and the help of <b>Unity engine</b>.</li><li>• Implemented the physics for ball movement, logic of the game and animation, and interactive UI in <b>C#</b></li><li>• Practiced <b>agile</b> methodology in a team of 6 as a developer</li></ul>	
<b>Single Particle Tracking GUI (Personal / published @ Nature Scientific Reports)</b>	Sep 2016 – Apr 2017
<ul style="list-style-type: none"><li>• A <b>MATLAB</b> GUI that is packed with useful functions related to single-particle tracking analysis</li><li>• Constructed the GUI by linking the mathematical scripts and implementing multiple error-checking to ensure user friendliness</li><li>• Link to publication: <a href="https://www.nature.com/articles/s41598-017-11563-9">https://www.nature.com/articles/s41598-017-11563-9</a></li></ul>	
<b>Greedy Arduino Tank (Personal / 2017 NW Hackathon)</b>	Apr 2017
<ul style="list-style-type: none"><li>• An self-walking tank implemented with <b>Arduino</b> using ultrasonic sensors, DC motors, and Servos</li><li>• Constructed methods in <b>C</b> to allow the tank to always head in the direction where there are more space by following a <b>greedy algorithm</b> that simulates Best First Search</li></ul>	
<b>Coronary Blood Flow Calculator (Personal / 2016 NW Hackathon)</b>	Apr 2016
<ul style="list-style-type: none"><li>• Constructed and designed the website in <b>HTML, CSS, and JS</b> using the <b>Bootstrap</b> framework</li></ul>	
<b>Hotel Reservation Web Application (Academic)</b>	May 2016 – Jul 2016
<ul style="list-style-type: none"><li>• A web application made with <b>php</b> and <b>SQL</b> that simulates a hotel booking system</li><li>• Designed SQL query to allow the user to interact with the database from the UI</li></ul>	

## OTHER

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<b>Research Assistant – UBC Work Learn</b> Gold Lab (Life Sciences Centre – UBC)	Sep 2014 - Aug 2015
<b>Junior Auxiliary Volunteer</b> Peace Arch Hospital Emergency Room, White Rock	Jul 2009 – Sep 2017