

## SKILLS

- **Programming:** Python, C, C++, Verilog, C#, Java, JavaScript, MATLAB, HTML, CSS
- **Tool/Framework:** Git, Unity, GitHub, SolidWorks, Visual Studio, React, SQL, Microsoft Office Suite
- **Concepts:** circuit design, electric grid, machine learning, design, algorithms, debugging
- **Strengths:** analytical and organizational skills, problem solving, critical thinking, results-oriented communication, adaption, detailed-oriented, collaboration, innovation, self-directed

## EDUCATION

University of British Columbia, Canada  
*Bachelor of Applied Science - Electrical Engineering*

Expected Graduation: May 2026  
Dean's Honour List 2022-2023 session

## PROFESSIONAL WORK EXPERIENCE

*Junior Electrical Assistant, Joychime Industrial Corporation, New Taipei* **June 2024 - July 2024**

- Performed plant operation inspections and handled exception errors, exceeding required standards by 10%
- Facilitated wire connections in electrical equipment assemblies, enhancing production efficiency
- Managed technician reports and documentation, restructuring communication flow among departments and cutting down paper work by 30%

## TECHNICAL PROJECTS

*Metal Detector Robot, University of British Columbia* **March 2024 – April 2024**

- Designed and optimized circuits for robot functionality
- Programmed microcontrollers using **C** and **assembly language** for seamless operation
- Mastered laboratory equipment for thorough testing and quality assurance

*Collect-Coin & Space-Shooter Unity Game, Self-Managed* **June 2024 – July 2024**

- Developed and deployed 2D games using **Unity**, enhancing user interaction via efficient **C#** scripting
- Reduced resource usage and improved gameplay experience through optimized code
- Implemented continuous graphic animations and character controls

*YC-Tutorial-Site, Self-Managed* **August 2023 – September 2023**

- Developed a responsive tutorial website using **HTML/CSS**, multi-device accessibility
- Published the website using **GitHub**, incorporating lightweight **JavaScript** for enhanced functionality

## ENGINEERING DESIGN TEAM

*Electrical-Power team member, UBC Sailbot* **September 2023 - December 2023**

- Managed power distribution systems to meet project specifications and standards
- Built and tested electrical circuits, ensuring reliability and performance
- Diagnosed and resolved issues in electrical components, maintaining system integrity

## VOLUNTEER EXPERIENCE

*Student Coach, Moscrop Secondary Badminton Team, BC, Canada* **February 2022 – June 2022**

- Led practices and guided the varsity team through games, focusing on skill improvement
- Conducted strategic exercises to enhance player performance, securing Provincial championship in 2022

*Leadership Team, Burnaby Neighborhood House, BC, Canada* **November 2020 – June 2021**

- Organized citywide social networking events, promoting community engagement
- Coordinated teamwork and ensured the safety of all participants

## CERTIFICATION

Google IT Support	2022
Build Responsive Real-World Website with HTML and CSS	2023
Complete C# Unity Game Developer 2D	2024