

YOUFEI SUN



youfeis@sfu.ca

V5A 0A3



(604)728-6752

9232 University Cr

Burnaby

BC

Freelance Web Developer Base Two, Wellington, New Zealand

Mar 2014 - Present

- Completed contracted projects on time
- Worked independently and self motivated to meet the project requirements
- Developed the website based on team member's work
- Coordinated the coding style to facilitate the following team member's job

Front End Development Projects

• Museum of New Zealand

Dec 2014 - Jan 2015

content available in museum display

- Ported ActionScript Code into JavaScript for viewing in browsers
- Transferred the entire Flash application to an HTML5 application
- Coded improved animations for displaying in browsers
- Manipulated video files to fulfill the need playing in HTML5 players with opacity

• Tairakau

June 2014 - Present

<http://www.tairakau.co.nz/>

- Updated website content and maintained the styling and appearance of the site
- Implemented the responsive design for various devices

• Silvester/Clark Consulting Engineers

Mar - June 2014

<http://www.silvesterclark.co.nz/>

- Constructed the website front end carefully according the design
- Re-implemented interactive elements in a responsive method to adapt various devices

• Zephyr Consulting Lower Hutt City AFC

<http://www.zephyr.co.nz/> <http://www.lhcafc.org.nz/>

Cityfitness

Mar - June 2014

<http://www.cityfitness.co.nz/>

- Updated website content and maintained the styling and appearance of the site
- Built supportive code for legacy browsers(IE6-9)

PROFESSIONAL SKILLS

WEB:

CMS(Drupal, Wordpress)

HTML5/CSS3

Ajax

MySQL

Programming:

JavaScript
(jQuery, Tweenmax)

C++
(Qt Framework)

Ruby
(Rails)

Objective-C
(Cocos2D)

Matlab
(Image Processing
Toolbox)

JAVA
(Minecraft Modding)

LINKS



<https://github.com/youfeis>



<https://youfeis.github.io/>

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» ACADEMIC PROJECTS

Computer Vision

SFU Burnaby BC

- Applied Matlab Image Processing Toolbox
- Identified and located objects from given images
- Reconstructed surface normal of a 3D object based on 2D images (photometric stereo)

Jan - Apr 2015

Multimedia

SFU Burnaby BC

- Processed video clips to identify a wipe transition
- Processed video to re-code the visual signal into audio signal to help visually impaired people

Sept - Dec 2014

Computer Graphics

SFU Burnaby BC

- Rendered object using ray tracing in OpenGL
- Implemented basic 3D graphics and interactions in OpenGL

Sept - Dec 2014

Compilers

SFU Burnaby BC

- Developed a parser and a compiler to generate assembly code with decant functions using yacc and lex
- Understood the process of translating machine code to higher level languages step by step

Sept - Dec 2013

Software Engineering

SFU Burnaby BC

- Practiced a waterfall model of software development cycle
- Studied the Agile method in software development
- Completed a Phylodecks cocos2d game on iOS in an excellent teamwork environment

May - Aug 2013

Bachelor of Computing Science

Simon Fraser University

Burnaby, British Columbia, Canada

2011 - Present

OTHER SKILLS



Linode VPS configuration

LAMP environment configuration

Basic usage of Adobe Creative Suite

Compiler mechanism and assembly coding

Basic modelling in OpenGL

» EDUCATION

LINKS



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