

Languages and Technologies

- Java, React.js, TypeScript/JavaScript, HTML5, CSS, C/C++/C#, Unity, SQL, MongoDB

Education

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| Vancouver, BC | University of British Columbia | Sep 2018 – May 2024 |
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- Graduated with a BS in Computer Science, with Distinction

Employment

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| Teaching Assistant | University of British Columbia | Summer 2022 & 2023 |
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- Teaching Assistant for CPSC 455 – Applied Industry Practices (course focused on MERN development)
 - Conducted regular office hours, providing support to students, and was responsible for grading assignments.

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| JavaScript Developer Co-op | Semios | Jan 2022 – Aug 2022 |
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- Crafted and integrated new React components for diverse features, working extensively with Ant Design and Google Map components.
 - Wrote essential logic functions like content sorting, form validation, and time manipulation utilizing moment.js.
 - Aligned frontend visuals with project specifications, tweaking designs and layouts using CSS.

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| Web Developer | Bluvec Technologies Inc. | Sep 2021 – Dec 2021 |
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- Constructed the company's landing page, employing a provided React template to align with corporate branding.
 - Wrote tests with Golang for company's projects
 - Used GoCV for image timestamps and automated outdated image file deletion.

Selected Technical Projects

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| Eggy Buddy | C++, SDL, ECS Framework | Sep 2023 – Dec 2023 |
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- A charming 2D retro pet game inspired by Tamagotchi. Players receive a mysterious egg, nurturing it into a unique creature through minigames and attentive care.
 - Programmed interactive elements, enabling in-game pet bathroom use, clean-up, and a three shell mini-game.
 - Implemented visual effects using shaders, a dynamic parallax background, and character cleaning animations.
 - Handled data management using nlohmann/json library, developing comprehensive save/load functionalities in JSON format.

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| Swag the North | Unity, C# | Sep 2023 |
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- 12 finalist out of 200+ projects
 - Spearheaded the development of an immersive game simulator using Unity, capturing the essence of the event's Sponsor Bay with an innovative swag collection mechanic.
 - Led player design, refined swag appearance algorithm, and streamlined scene transitions.
 - Managed GitHub repository; trained team on Git practices.

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| Locative Audio | Unity, C# | Jan 2023 – Apr 2023 |
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- Developed a Geo-based project for Vancouver, which allows users to unlock audio poems inspired by the city's history and culture as they visit different locations
 - Conducted Unity AR foundation research and achieved successful image recognition implementation on mobile devices during early development, despite client's later decision to change project direction.
 - Developed a solution to efficiently load poem information from an XML file into an interface by utilizing a custom function and database class to match and extract data based on poem ID
 - Created user interfaces using iGUI
 - Scripted Unity's camera to enable users to drag and zoom in on a map in the application

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| FREN | React, JavaScript, MongoDB, Express, Redux | Jun 2021 – Aug 2021 |
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- An app allows members to create a personal profile, later using their input to recommend others with similar habits. Selecting a profile photo in the grid view will display the recommend member's photo, as well as option to chat
 - Set up the Redux router for the project
 - Built the chat UI and pop-up window in friends recommend page