

Professional Profile

Eager IT Intern and skilled programmer seeking to expand industry knowledge. Proficient in Java, JavaScript, HTML, CSS, NodeJS, GML, C, Firebase, Firestore, MongoDB and Studio 3T.

Technical Skills

Object-Oriented Programming:

- Proficient in Java, GML (GameMaker Language), and Python.

Procedural Programming:

- Skilled in C programming.

Web Development and Design:

- Passionate about and skilled in HTML, CSS, JavaScript, NodeJS and ExpressJS.

Database Management:

- Practical experience with Firebase, Firestore, MongoDB and Studio 3T.

Team Collaboration Tools:

- Proficient in using Trello for project management, Figma for design collaboration, and GitHub for version control.

Other Relevant Tools:

- Proficient in Blender for 3D modelling, Microsoft Office Suite, and various Adobe Creative Cloud products such as Photoshop.

Education

Computer Systems Technology Diploma

Sept.2023 - May 2025

British Columbia Institute of Technology

- Designed, programmed, tested, and debugged a web application for a projects course, incorporating Firebase and Firestore for backend services.
- Developed Entity Relationship Diagrams (ERDs), Enhanced Entity-Relationships Diagrams (EERDs), and various database structures to optimize data management and accessibility.
- Collaborated with five other students to create a web-based database application for a projects course using NodeJS, MongoDB and GitHub.

High School Diploma

June 2017 - May 2022

Brookwood Secondary

- Graduated with honours in computer programming.
- Student Council Member.
- Sassy Award from Rotary Club of Langley – Finalist in 2022 Art and Culture Category.

Projects

Too Much Water

March 2016 - Present

- Developed a unique video game inspired by the 1995 film 'Waterworld' in GameMaker: Studio.
- Led and directed a diverse team of over 20, including voice talents, music composers.
- Managed the project's evolution through various stages and engines, starting with Scratch, progressing to Visual Basic with Windows Forms, and ultimately finalizing with GameMaker: Studio.
- Collaborated with various creators from around the world.

RKR – Rush, Kill, Repeat

August 2020 (Intermittently - Present)

- Independently developed a 2D arcade game featuring a procedurally generated maze, originally developed in just four days for the GMC Jam 38 in 2020.
- Resumed the project in September 2022 for a comprehensive Steam release, actively seeking community feedback for continued enhancements.
- Collaborated with another individual to compose and produce the game's soundtrack.

Pawfolio

May 2024 – June 2024

- Collaborated with a team of 5 students to develop a web-based database application for a projects course using Node.js, MongoDB, and GitHub.
- Managed and resolved merge conflicts through effective communication.
- Wrote detailed git commit messages to maintain team alignment and project clarity.
- Participated in daily scrum meetings to ensure consistent progress and team coordination.

LAETUS

October 2021 – May 2022

- Mentored a junior colleague in developing and releasing their first Unity game on Steam.
- Played a key role in debugging the project's C# code.
- Contributed to composing the main theme of the game.

Employment

E-Commerce Associate/Promo

Sept.2022 – Present

Canadian Tire Corporation

- Provided personalized customer service for more than 100 customers daily.
- Collaborated with a team of six to boost sales efficiently and support in a time-sensitive environment.
- Analyzed data to suggest innovative enhancements to the company's online order system, aiming to expedite order completion and enhance productivity.
- Filled positions in other departments when needed, adapting to the fast-paced work environment.

Information Technology Intern

July 2020 – Aug.2020

School District 35

- Installed and configured computers across multiple sites within the district, handling the process from unboxing to deployment.
- Deployed custom Windows 10 & Mac OS images on hundreds of laptops and desktops.
- Maintained inventory of all computers, documenting their numbers in Excel.