

EDUCATION

Sept 2002 – Present Honours B.Sc. in Computer Science, University of Toronto

- Computer Science: Software Engineering Specialist option
- Expected graduation: November 2008
- Co-recipient of a Winter 2007 Wooden Monkey award for a final project in Intro to Computer Graphics course. Received 100% marks.

WORK EXPERIENCE

Sept 2007 – Present Real Programming 4 Kids – Instructor

- Currently teaching OpenGL to a grade 11 student using C/C++ and libSDL library with Visual Studio.
- Currently teaching a grade 12 student how to design and create a basic real-time strategy game using C/C++ and libSDL with Visual Studio.

May 2005 – Sept 2006 ATI Technologies Inc. – Software Engineer Intern

- Performed weekly automated testing of the Central Memory Manager and ASIC Initialization components of Windows 2000/XP drivers for the Radeon graphics ASICs.
- Assisted with the display driver development, debugging, and bug fixing for Windows XP and Vista.
- Fixed and rewrote majority of a test program for R5XX asics (Radeon X1000 series) and below.
- Fixed an ASIC Initialization driver issue for Vista – screen corruption on boot up on AGP R420 ASICs (Radeon X800).

VOLUNTEER & EXTRACURRICULAR ACTIVITIES

August 2007 – Present University of Toronto Game Design & Development Club – Website Admin & Game Making Competition Coordinator

- Setup and deploy a WordPress-based website and phpBB forums for the club.
- Currently coordinating and discussing competition rules and regulations with other executive members and judges. Competition to be held in February 2008.

August 2007 ACM SIGGRAPH Conference – Student Volunteer

- Awarded a Student Volunteer position for conference in San Diego, CA. Offered 25 hours of volunteer service and awarded a prize for being on the “fabulous list”.
- Directed and assisted attendees with using the computers at registration desk and merchandise orders.

PROJECT PORTFOLIO

Fall 2007

Snap!

- Worked with a team of four to design and create a 3D game catered towards females for a Capstone Project course on Game Design in 13 weeks. Objective of the game is to become a paparazzo and take photos of celebrities and selling them for cash to advance career.
- Game was written using the game engine and game authoring tool 3DGameStudio with the Wii Remote as the primary input device. Worked on creating a Wii Remote DLL plugin for 3DGameStudio using wiise open source library in C++. Created and implemented a control scheme for the Wii Remote.

Winter 2007

Chariot of Fire

- Worked on a team of two to design and write Chariot of Fire, a space flight simulator shooter game as a final project assignment for Intro to Computer Graphics course winter 2007.
- Game was written in C/C++ with ~7000 SLOC using OpenGL, libSDL, Bullet Physics, and lib3ds libraries.

Fall 2007

Online Marking Tool

- Worked on the Online Marking Tool, a web application designed for instructors and TAs to mark first and second year students' code and programming assignments, for a project course for fall 2006 term.
- The Online Marking Tool is built using Python, TurboGears, and AJAX.

SKILLS

- Microsoft Windows 9x/2000/XP, Linux
- Expertise in C/C++ (3 years), and Python (1 year). Experienced with Java, and MATLAB.
- Familiar with OpenGL, libSDL and pyGame graphics libraries
- Microsoft Visual Studio, Eclipse, subversion, Perforce, WinDbg, Makefiles, bash shell scripting
- Fluent in spoken and written English. Semi-fluent in spoken Cantonese.

INTERESTS

- Video game programming
- Student member of the International Game Developers' Association (IGDA) and ACM SIGGRAPH
- Digital electronics

REFERENCES

Available upon request