

Education

University of Waterloo

Bachelor of Computer Science
June 2021

Noticeable

Gaming YouTube channel

110K subscribers

Twitch Live stream channel

30k follower

I create video content related to playing video games which allowed me

to enhance my skill in

- communicating ideas
- understanding people's need
- business and marketing
- managing expectation

Skills

Languages

Python

C++

React JS

Key skill

Observation

Communication

Technical

Problem-Solving

Experimental

Blender

Unity Engine

Unreal Engine

Spoken Languages

English ●●●●●

Cantonese ●●●●●

Mandarin ●●●

Japanese ●●

Experience

Software Engineer

Riot Games

Aug 2021 - Current

[C++, React, Chromium]

- Worked on the various component to integrate Riot Client and Xbox game pass with Microsoft such as release id services
- Worked on delivering background patching feature on Riot Client
- overhauled the team's overall triage emergent process
- Lead projects such as updated login page, new relic telemetry cost reduction

Software Engineering Intern

Riot Games

June 2020 - Nov 2020

[C++, React, Chromium]

- Worked with various team across player platform to develop and integrate Social Sign On into Riot Client
- Worked on new Riot Multi-Game Client various Backend and Frontend component

Software Developer Intern

Bank of Montreal Financial Group

May 2019 - Aug 2019

[C#,Java]

- Created a data provisioner middleware for provisioning market stress data

DevOps Engineer Intern

Bank of Montreal Financial Group

Sept 2018 - Dec 2018

[Python, Selenium]

- Developed control center configuration automation using **Ansible Playbooks**

Data Analyst Student Intern

Royal Bank of Canada

May 2018 - Aug 2018

[Python, Google Analytics]

- Developed an automated test suite to verify correctness and presence of analytic data from RBC mobile app