

# KEVIN CUI

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## EXPERIENCE

### Data Engineer Intern, Technology & Operations

#### RBC Royal Bank of Canada

📅 Jul 2021 – Aug 2021    📍 Toronto, ON

- Data provisioning in Hadoop, data pipeline automation with Python and Java, full-stack application development for database web portal in Express, documentation generation using SQL and JDBC
- Worked in an Agile team of 6, collaborating and communicating with other teams in different disciplines

Hadoop    HDFS    Java    Maven    Python    SQL    JDBC  
Node.js    JavaScript    Express    Git    Jenkins    Windows

### Innovation Developer Intern, Technology & Operations

#### RBC Royal Bank of Canada

📅 Jul 2020 – Aug 2020    📍 Toronto, ON

- Full stack software development building internal applications: retrospectives web application with React front-end and Express back-end
- Led an Agile team of 4 as a returning intern, helping new developers get setup, moderated and managed changes from team
- Moderated source control, reviewed, tested, and debugged changes from all other development teams to new releases
- Conducted usability testing, moderated test sessions with design teams, presented and demonstrated solutions to senior executives

React    Node.js    TypeScript    Express    Git    Windows

### Innovation Developer Intern, Technology & Operations

#### RBC Royal Bank of Canada

📅 Jul 2019 – Aug 2019    📍 Toronto, ON

Node.js    TypeScript    Java    Git    Angular    Spring    SQL

## PROJECTS

### LUSK

#### 3D wall-crawling game (McGameJam '23)

📅 January 2023    🗣 kevinjycui/LUSK

- Programmed movement, environment, and animation

C#    Unity    Blender    .NET    Visual Studio    Git

### Wayward Bones

#### 2D digging + platformer game (McGameJam '22 Audio Winner)

📅 May 2022    🗣 kevinjycui/WaywardBones

- Programmed entity movement, player controls/attack system, in-game enemy boss animation cycles and particles fitted to attack patterns
- Fixed bugs in other stages, moderated source control, collaborating with artists and sound designers

C#    Unity    .NET    Visual Studio    Git

### Donkey Kong Bongo to Key

#### Keyboard & mouse interface for the DK Bongos for GameCube

📅 Sept 2021    🗣 kevinjycui/DKBongoToKey

C++    SDL    DirectX (DirectInput)

### Desmos Renderer

#### Fun graphing calculator art tool

📅 Apr 2021    🗣 kevinjycui/DesmosBezierRenderer

Python    OpenCV    Flask    JavaScript

### Practice Bot

#### Competitive programming utility bot

📅 Mar 2020 – Jul 2021    🗣 kevinjycui/Practice-Bot

Python    MariaDB    discord.py    AWS

## EDUCATION

### McGill University

#### Candidate for B.Sc. in Computer Science

📅 2020 – 2024    📍 Montreal, QC

CGPA: 3.8/4.0

VP Extern, Game Dev Student's Society

Research: Audio to animation neural net

Java    C    C++    Python    Maven

Unity    Docker    Spring    x86 Assembly

## SKILLS

### Programming & Other Languages

C++    C    Python    C#    Java    JavaScript  
Bash    Go    GLSL    TypeScript    GDScript  
Lua    Scala    SQL    HTML+CSS    Arduino  
x86 Assembly

### Frameworks, Libs, & Databases

OpenGL    SDL    .NET    Node.js    Maven  
Spring    React    NumPy    Django  
Hadoop    MariaDB    OpenCV

### Development Tools & Environment

Git    Docker    Linux    Unity    Godot  
GNU    Jenkins    Visual Studio    Vim

## OTHERS

### 📺 Silver Play Button

I run a YouTube channel with >150K subscribers as of 2023 covering topics in niche software, game development, mathematics, audio processing, etc.

🌐 youtube.com/c/Junferno