

KEVIN CUI

✉ kevinjycui@protonmail.com 🌐 www.kevincui.dev
📄 kevinjycui 📄 kevinjycui 🌐 junferno.itch.io 📺 Junferno

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 HTML
JavaScript FFmpeg

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 Finance, Game Dev Student's Society

Java C C++ Python Maven
Unity Docker Spring x86 Assembly

SKILLS

Programming & Other Languages

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

Frameworks, Libs, & Databases

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

Development Tools & Environment

Git Docker Linux Unity GNU
Jenkins Visual Studio Vim

OTHERS

📺 Silver Play Button

I run a YouTube channel with >150K subscribers as of 2022 covering topics in niche software, game development, mathematics, audio processing, etc.

🌐 youtube.com/c/Junferno