

Adin Kwok

UBC Business and Computer Science / Software Developer

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Vancouver, British Columbia, Canada

Profile

A student by day and software developer by night with a growing passion for the overlap of business and technology. Universally tech savvy, quick to listen, and always determined to fly past the bar of expectation.

Education

Bachelor of Commerce

Combined Major in Business and Computer Science

UBC Sauder School of Business Sep 2017 – Dec 2021 (Expected)

Highlighted courses:

81% (76% avg) in *CPSC 110 Computation, Programs, and Programming*,

89% (75% avg) in *CPSC 210 Software Construction*,

83% (82% avg) in *COMM 290 Introduction to Quantitative Decision Making*.

Experience

Android Engineer Co-op Symbility Intersect

Jan 2019 - Present Toronto, Ontario, Canada

Developing fully-featured Android applications in an agile environment, using technologies such as RxJava2, Dagger 2, Kotlin, and Java 8. Implementing features in open collaboration with Designers and Project Managers. [See more](#)

Mobile Software Developer Doteos

May 2018 – Present Vancouver, British Columbia, Canada

Currently maintains a 4.8/5 rating on the Google Play Store and a 4.9/5 rating on XDA Labs; totalling over 500 official downloads. Doteos is an open sourced hyper-casual game that tests reaction time and tap accuracy. It is inspired from the personal experience of recovering from a severe concussion. [See more](#)

Android Framework Developer CarbonROM

Nov 2016 – Present Vancouver, British Columbia, Canada

Contributed +5,000 lines of code running on +30,000 active installations. CarbonROM is an open source operating system based on the Android Open Source Project with a goal of enhancing user experience with additional features and software optimizations. [See more](#)

Projects

I Choose (NDouble) YOU: Augmented Reality Pokemon Battles

Jan 2019 Hackathon Project

Awarded the Best / most creative use of Standard Library Award at nwHacks 2019. I Choose (NDouble) YOU uses image recognition to detect two Pokemon cards, rendering them as virtual models in an augmented reality Pokemon battle simulator with voice commands.

vrEMDR: Virtual Reality EMDR

Sep 2018 Hackathon Project

Awarded 2nd place at Lumohacks 2018, received support from EMDR therapists, and was invited to pitch to investors. vrEMDR is an immersive virtual reality psychotherapy app with the goal of improving accessibility and effectiveness of EMDR therapy.

Treasure Island

Oct 2018 Volunteering

A game that debuted at a booth as part of the VCAC FunFest carnival, a non-profit indoor carnival held annually with the goal of providing a safe environment for families during Halloween in a low-income community of Vancouver.

Awards

nwHacks 2019 - Best / most creative use of Standard Library

Standard Library

Jan 2019

Awarded for integrating two custom made APIs with Standard Library into an augmented reality project within 24 hours.

Lumohacks 2018 - Finalist

Major League Hacking

Sep 2018

Awarded 2nd place out of +80 teams and Best .tech Website Award for developing a virtual reality psychotherapy app and website within 24 hours.

Recognized Developer

XDA Developer Committee

Aug 2016

Awarded in recognition of open source development projects for mobile devices.

Volunteering

Ultimate Frisbee Coach

Jamieson Elem, Vancouver, BC

Mar 2018 – Apr 2018

Coached team to a 2nd place finish in the City Championships. Skills coach at a local elementary school, teaching fundamentals of Ultimate Frisbee.

String Bass Sectional Teacher

Point Grey Music, Vancouver, BC

Sep 2015 – May 2017

Tutored symphonic and jazz bass techniques to youth ages 12 to 17 at Point Grey Secondary.

Skills

Java / Kotlin

Git

Linux / UNIX

Interests

- Mobile device fanatic
- Open source advocate
- Hip-hop beat composer
- U19 Team BC Ultimate Frisbee