Andrew Lin

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Technical Skills

Languages: C/C++, Java, Python, HTML/CSS, JavaScript, Golang, C.Net, Groovy
Developer Tools: Git, Jmeter, Heroku, Virtual Box, Selenium, PostgreSQL, Kanban/JIRA board
Technologies/Frameworks: React, Django, Node.js, Express.js, Socket.io, PyGame, Ncurses

Experience

Rocscience Inc.   Sept. 2022 – Present
Software Developer   *Toronto, Ontario*
- Utilized C++, MFC, and Codejock library to implement an updated Ribbon Bar onto their Desktop Application across multiple different views
- Involved in adding button dropdown functionality, front end bug fixing, and documenting updated UI changes for other developers

OpenText Corporation   Jan. 2022 – May 2022
Software QA Automation Developer   *Waterloo, Ontario*
- Developed automated tests to test REST APIs using Jmeter JSR223 samplers and assertions, and Groovy scripts to facilitate API response, performance, and load testing.
- Developed a TCP and UDP Client/Server console application using Golang and C.Net for performance statistic baselines.
- Implemented a Golang Console Application that displays Windows Performance Counters for performance testing.

Monest Co.   Dec. 2021 – May 2022
Junior Developer   *London, Ontario*
- Implemented an Email Sign-up feature onto Monest's website to save emails using Django's REST API framework and models, and saved emails into a PostgreSQL database.
- Involved in both frontend and backend bug fixing, refactoring of React Components, and adding additional APIs for their website.

InFlight Corporation (now Skuid Inc.)   May 2021 – August 2021
QA Analyst   *Kitchener, Ontario*
- Experience with Manual Regression Testing, Functional Testing, Black Box Testing and other Testing Practices to test backend and frontend issues.
- Automated testing processes with Selenium to test functional behaviour.

Projects

My-Chat-App | *HTML/CSS, JavaScript, Node.js, Express.js, Socket.io*
- Created a simple web-based chat application that allows users to chat with other users inside chat rooms.
- Implemented my own custom user interface using HTML/CSS and JavaScript.
- Utilized Node.js, Express.js and Socket.io for WebSocket connections on the back end.

ASCII Game Engine | *C++, Ncurses*
- Utilized O.O.P Principles to produce a Game Engine to support the creation of ASCII art video games.
- Implemented sprite creation, basic collision handling and rebound physics in the Game Engine.
- Created the "Google Dinosaur Game" and the "Impossible Game" using the Game Engine.

Breakout | *Python, PyGame*
- Utilized knowledge of Objected Oriented Programming to recreate a simulation of Breakout.
- Implemented basic collision physics, music, and added a way to keep track of high scores.

S-Expression Calculator | *Python*
- A command line program that performs the operations "add" and "multiply" on S-Expressions.
- Utilized Knowledge of Recursive Data Structures and Parsing Algorithms.

Education

University of Waterloo   Sept. 2020 – Present
Candidate for Bachelor of Science in Computer Science   *Waterloo, Ontario*