




# ANDREW LIN

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## Education

### University of Waterloo

*Candidate for Bachelor of Science in Computer Science*

**Sept. 2020 – Present**

*Waterloo, Ontario*

## 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, MFC, NuGet

## Experience

### Rocscience Inc.

**Sept. 2022 – Dec. 2022**

*Software Developer*

*Toronto, Ontario*

- Utilized C++, MFC, and Codejock to implement an updated ribbon bar consisting of control buttons, dropdown buttons, and an updated combobox component that displays stress and settlement datatypes onto their desktop application
- Converted common core desktop application, file name assistance, and registry classes into NuGet Packages for Rocscience Geotechnical Software, simplifying the codebase and improving code maintainability
- Created and integrated Resource DLLs for MFC Applications to support sharing of resources and added a unique string ID system for context sensitive help support

### OpenText Corporation

**Jan. 2022 – May 2022**

*Software QA Automation Developer*

*Waterloo, Ontario*

- Developed automated tests to test REST APIs within OpenText's Exceed TurboX 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 for performance testing
- 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
- Demonstrated active leadership within the team by helping design solutions, participating in pair programming, and attending weekly standup meetings

### InFlight Corporation (now Skuid Inc.)

**May 2021 – Aug. 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 of job application flows

## 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, and 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 Object 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