Andrew Lin

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🧠 Programming Experience

Programming Languages
- C/C++, Java, Python, HTML/CSS, JavaScript, Golang, C#.Net, Groovy

Libraries/Frameworks
- React, Django, Node.js, Express.js, Socket.io, PyGame, Ncurses

Tools
- Git, Jmeter, Heroku, Virtual Box, Selenium, PostgreSQL, Kanban/JIRA board

💼 Work Experience

Junior Developer, Monest Co.
Dec 2021 – present
London, Canada
- 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 to improve code manageability and sustainability.

Software QA Automation Developer, OpenText Corporation
Jan 2022 – Apr 2022
Waterloo, Canada
- 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 tracks Windows Performance Counters for performance testing.

QA Analyst, InFlight Corporation
May 2021 – Aug 2021
Kitchener, Canada
- Created test plans to test multiple areas within Business Enterprise Systems
- Experience with Manual Regression Testing, Functional Testing, Black Box Testing and utilized many 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 backend

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.

Personal Portfolio Website, HTML/CSS, JavaScript
- Created a mobile responsive personal portfolio website that acts as a online version of my resume.

🎓 Education

Candidate for Bachelors of Computer Science, University of Waterloo
Sep 2020 – present
Waterloo, Ontario