Ashley Huo

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TECHNICAL SKILLS

Languages: Kotlin, Java, SQL, Hibernates, JavaScript, TypeScript, C++, Python, C, HTML/CSS, Bash, Racket
Technology: Git, Bash, JavaFX, Datadog, Docker, Gradle, Guice, Jersey, NotionApi, JiraApi, DiscordApi, jest, cypress, Postman, LaTeX

WORK EXPERIENCE

FAIRE | Backend Engineer Intern   Waterloo, ON | Jan 2023 – Apr 2023
- Backend Engineer in the Translation and FOX (Foundational Ops Experience) team, utilizing **Kotlin, SQL, and Hibernates** to create API endpoints and SQL tables for frontend integration. Led projects and contributed to improving the translation service structure.
- **Direct Responsible Engineer (DRE)** for the Admin Queue Management project and Backfill Taxonomy Type Context Project, collaborating with engineers and ops team to enhance queue management solutions.
- Designed and implemented a translator service for the company's backend as part of the Translation across service project, including documentation, prototyping, and development.

FAIRE | Software Engineer Intern   Waterloo, ON | May 2022 – Aug 2022
- **Infrastructure-focused** member of the Test Eng Team, implementing webhooks for Jira Issue summary posts and utilizing **Datadog log monitoring**. Developed an E2E Test Framework and gained exposure to iOS testing with **Swift** and **Xcode**. Contributed to E2E on-call responsibilities and achieved a significant milestone by increasing a specific repository's test pass rate to **95%**.
- Migrated **Automate.io** to the company's own bot, which can **auto-create** and **update** Jira tickets, auto-assign auditor for postmortems, and sync information from Jira to notion or back.

UNIVERSITY OF WATERLOO | CS145 ISA   Waterloo, ON | Sep 2021 - Oct 2021
- Instructional Support Assistant. Wrote bash scripts, and created test cases to auto-test and mark 165 students' assignments. Used and maintained university's testing server in Linux Environment.
- Given weekly lecture-like in-person tutorials, and held review sessions for midterm and final.

PROJECTS

SPACE INVADER ↗   Kotlin/JavaFX, MVC
Developed a visually engaging version of Space Invaders using Kotlin and JavaFX, following the MVC pattern. Created an intuitive user interface with seamless controls for ship navigation and alien shooting. Demonstrated full-stack skills by combining frontend development and game logic implementation to deliver an immersive gaming experience.

DISCORD MUSIC AND NOTIFICATION BOT ↗   JavaScript, DiscordApi, NotionApi
Developed a JavaScript-based Discord Bot using RESTful APIs to play music from URLs and generate summary notifications in Discord based on Notion Database conditions. Integrated Discord and Notion APIs for seamless functionality.

COMPILER ↗   C, MIPS
A compiler that runs the WLP4 program, which supports pointers, procedures as well as dynamic memory allocation.

EDUCATION

Candidate for Bachelor of Computer Science, Honors Coop   Waterloo, ON | Jun 2020 - Dec 2024
University of Waterloo
 Awards:
- Computer Science International Student Upper-Year Scholarships
- University of Waterloo President's Scholarship of Distinction

Coursework: Operating System, User Interface, Algorithms, Foundations of Sequential Programs, Design Functional Programs, Compiler, Logic and Computation, Object-Oriented Software Development, Data Structure and Data management, Group and Rings, Real Analysis, Complex Analysis