

Danny Hu

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EDUCATION

University of Waterloo

Honours Bachelor of Computer Science

Waterloo, ON

Sep 2023 – Present

Wilfrid Laurier University

Bachelor of Business Administration (Co-op)

Waterloo, ON

Sep 2023 – Present

EXPERIENCE

Web Developer Associate

Jan 2025 – Apr 2025

Civiconnect

Lincoln, ON

- Collaborated alongside an **Agile development team** under mentorship of a team lead, delivering **2 full-stack web applications** — an internal mock project for a travel agency of Lincoln, Ontario and a client site for the Welland Law Association.
- Built scalable, dynamic, and user-friendly applications using **React**, **Next.js**, and **Strapi CMS** to integrate APIs and manage large datasets.
- Planned and designed **UI/UX** through user stories, sitemap, wireframing, and **Figma prototyping** to improve styling efficiency in development of React & CSS.

Operations Executive Team Member

Aug 2022 – Jun 2023

Opportunify

GTA, ON

- Designed, developed, and maintained the organization's website, using **HTML**, **CSS**, and **JavaScript** to update webpage content and archive social media content on digital platforms.
- Researched and wrote informative summaries on career options, extracurricular, and other opportunities for high school students, to market organizational events and activities towards students as well as parents through digital platforms.

PROJECTS

☞ Sun Life Campus | *React, Tailwind CSS, Node.js, RESTful API, MongoDB, OpenAI*

Jan 2025

- Developed a gamified financial literacy platform inspired by a **Sun Life case study** to engage modern youths in personal financial management.
- Built a full-stack web application alongside 3 team members using **Next.js**, **TypeScript**, and **Tailwind CSS** with backend integration through RESTful APIs to **OpenAI models**, storing data in MongoDB and hosting on AWS.
- Prototyped with **Figma** and collaboratively implemented a video-game-inspired interface where users earn in-app currency by achieving AI-generated smart goals, redeemable for virtual rewards.

☞ Dataset CleanerUpper | *Python, Pandas, Seaborn, Matplotlib*

Oct 2024

- Developed a **Python** project using **Pandas** for data manipulation and cleaning, to perform exploratory data analysis (EDA) on a dataset of over 400 car models. Processed and cleaned data by handling and replacing missing values using Pandas methods such as `dropna()` and `fillna()` in dependence of specific properties of the given data.
- Generated data visualizations by implementing **Seaborn** and **Matplotlib**, analyzing and presenting trends across different specifications and values in the dataset by making use of binning and plotted graphs for correlational analysis.

☞ Bromden of The Ward | *RPGMZ, JavaScript*

Jan 2023

- Designed and programmed a short RPG game based on my favorite novel "One Flew Over the Cuckoo's Nest" over the course of 2 weeks, operating the **RPG Maker MZ** game engine and using JavaScript to implement user interactive game events.
- Tested and repaired issues involving elements such as in-game events, story progression requirements, player intuitiveness, NPC behavior, as well as compatibility with different Windows systems and versions. (Incompatible with MacOS)

TECHNICAL SKILLS

Languages: C, C++, Python, Java, HTML/CSS, JavaScript/TypeScript

Developer Tools & Scripting: Git/Github, Bash, MakeFile, GDB, Valgrind, Vim, VS Code, Visual Studio, IntelliJ

Platforms & Environments: Linux, Windows 10/11, VirtualBox, Godot

Frameworks: React, Next.js, Strapi