

Louie Yin

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EDUCATION

University of Waterloo

Bachelor of Software Engineering

Waterloo, ON, CA

Sept. 2024 – Apr 2029

Parkdale Collegiate Institute

International Baccalaureate Diploma + Ontario Secondary School Diploma

Toronto, ON, CA

Sept. 2020 – Jun 2024

EXPERIENCE

Lifeguard and Swim Instructor

City of Toronto

April 2023 – August 2024

Toronto, ON, CA

- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Wading Pool Attendant

Oct 2014 – Sep 2016

- Apache Beam Apache Beam is a unified model for defining both batch and streaming data-parallel processing pipelines

Information Technology Support Specialist

Southwestern University

Sept. 2018 – Present

Georgetown, TX

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant

Southwestern University

May 2019 – July 2019

Georgetown, TX

- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker*

June 2020 – Present

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git*

May 2018 – May 2020

- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib