Hannah Guo

Software Engineer

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Education

University of Waterloo | September 2020 - April 2025

· Pursuing a Bachelor of Software Engineering

Skills

Languages: TypeScript, Java, JavaScript, Python, Kotlin, Ruby, C++, C
Frameworks and Libraries: React, Node.js, Express, Redux, Gatsby, Angular, NgRx, OpenCV

Technologies: Figma, Git, AWS, Firebase, Kubernetes, Google Cloud Platform

Work Experience

Stripe, Software Engineering Intern | May 2023 - Present

· Improving infrastructure observability by building TypeScript dashboards and Java and Ruby APIs

PlayStation, Software Engineering Intern | September 2022 - December 2022

- · Wrote a URL microservice in **Java** used across all PlayStation platforms (with 60+ requests per second), developing in a **Kubernetes** environment
- · Implemented custom clients, object serialization and adaptive threading to enhance the service's performance and maintainability

Stripe, Software Engineering Intern | January 2022 - April 2022

- · Led the design and implementation of a new user-facing Payment Methods API endpoint (written in **Java**) to be rolled out to 100% of Stripe users
- · Worked in a service-oriented architecture with protocol buffers to build custom adapters, perform authorizations and communicate across services

WFHomie, Full-Stack Developer | May 2021 - August 2021

- · Rebuilt event, gifting and classes pages for a start-up employee engagement platform using **React**, **Redux**, and **Firebase**, halving site load time and increasing sales by 350%
- · Developed Slack integrations using **Node.js** Cloud Functions to streamline event booking, doubling the number of client reservation requests

Projects

Ranked Records

· Engineered a full-stack **TypeScript** application using **React**, **Redux** and **Express** with the Spotify API to enable playlist creation for all of an artist's songs, garnering over 50 active monthly users

Idol Recognition

· Built a **Python** app to identify and label K-pop idols using **OpenCV** and a facial recognition library