Hansson Lin

HanssonLin.me
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Skills

Languages	JavaScript, C++, C, Java, Python, SQL, HTML, CSS
Technologies	Angular, React, Node.js, Express.js, RxJS, PostgreSQL
Tools	Git, Arduino, Raspberry Pi, Maven

Experience

Inetco Systems Burnaby, BC
Full Stack Developer Intern *May 2019 – August 2019*

- Worked on Insight, a software platform to monitor transactions in real-time, using **Angular**, **RxJS** and **Nvd3**
- Built a new framework for the transactions data API, decreasing response times by **50%**
- Designed new transaction data model schema, increasing throughput for **50+ live RxJS** subscription sources
- Constructed **API interfaces** for transaction data, streamlining future use of CRUD operations
- Implemented **live timezone switching** feature for international users with Moment Timezone

Software Development Intern *March 2018*

- Created a system to **update company-wide dependencies** using **Java** and **Maven**
- Employed **unit and integration** tests on update system, achieving **90% code coverage**
- Developed web app frontends using **JavaScript** and **Angular**

Projects

CookMe! — *React, Node.js, Express* *github.com/HanssonLin/CookMeApp*

- Web app that lets users search for posts about food and displays recipes for user-selected images
- Engineered API to **query live data** from Instagram posts based on user's selected food-type
- Fetched labels related to food images from **Node server** calling Google Vision API
- Constructed algorithm that uses selected food label to **fetch most relevant recipe** from BigOven API

Simpli-Fly — *Python, C, Arduino, Leap Motion* *devpost.com/software/simpli-fly*
Hack The North 2018 Winner

- A program that enables a drone to be flown using a Leap Motion controller
- Transmitted motion data from PC running **Python** to on-board **Arduino** through **Bluetooth** using PySerial
- Used Leap Motion controller to **convert hand motion** and vectors to Pitch, Roll, Throttle values
- Won Canadian Special Operations Forces Command **1st-place prize at Hack The North** 2018

Goose Shooter — *React, JavaScript* *github.com/HanssonLin/Goose-Shooter*

- 2D shooting game created using **React** and hosted on an arcade video game website
- Designed **dynamically scaling difficulty** system that modifies enemy generation patterns according to score
- Implemented collision detection algorithms and positioning using sprite hitboxes and coordinates

Education

University of Waterloo • Software Engineering Waterloo, ON
Pursuing B.S.E. Software Engineering *2018 – Present (Expected 2023)*