Hansson Lin

HanssonLin.me HWJLin@uwaterloo.ca github.com/HanssonLin linkedin.com/in/Hansson-Lin

Skills

Languages Technologies JavaScript, C++, C, Java, Python, SQL, HTML, CSS Angular, React, Node.js, Express.js, RxJS, PostgreSQL

Tools Git, Arduino, Raspberry Pi, Maven

Experience

Inetco Systems

Burnaby, BC May 2019 – August 2019

Full Stack Developer Intern

- 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 a new transaction data model schema, increasing throughput for 50+ live RxJS subscription sources
- Constructed API interfaces for transaction data, streamlining CRUD operations and improving system cohesion
- Implemented a 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% branch 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