# **Hansson Lin**

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# Skills

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

Tools Git, Arduino, Raspberry Pi, Maven

# Experience

Inetco Systems

Burnaby, BC

May 2019 - August 2019

Full Stack Developer Intern

- Built a new transactions-history framework, decreasing API load times by 50%
- Designed new transaction data model schema, cutting ingestion speeds 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

Worked on the Insight web application, using Angular, RxJS and Nvd3

- Employed unit and integration tests on update system, achieving 90% code coverage
- Worked on web apps using JavaScript, HTML, and CSS

### **Projects**

#### **CookMe!** — React, Node.js, Express, Axios

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 50,000,000+ Instagram posts based on user's selected food-type
- Generated labels related to food images using ML image recognition via Node server using Google Vision API
- Constructed recipe API to use 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, HTML, CSS

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