

HANZ PO



(647) 674-2006 | hnqpo@uwaterloo.ca | [linkedin.com/in/hanznathanpo](https://www.linkedin.com/in/hanznathanpo) | github.com/HanzPo | hanzpo.com

EDUCATION







University of Waterloo
Bachelor of Computer Science

Waterloo, ON
Sept. 2024 – Present


EXPERIENCE

- Shopify**  May. 2025 – Aug. 2025
Software Engineer Intern Toronto, ON
- Increased in-store conversion and loyalty by developing a buyer profile feature into retail systems, enabling personalized incentives, saving merchants **52+ hours/week** by **reducing checkout friction for 30% of customers**
 - Developed scalable backend services using **Ruby on Rails, GraphQL, and gRPC**, enhancing performance between Shopify core and Shop App infrastructure, **reducing payload sizes by 80% and latency by 42%**
 - Made UI refinements and created test utilities for the user lookup feature on the cross-platform **React Native** customer view app, improving consistency of checkout flows across Android/iOS
- Cohere**  Sept. 2024 – Aug. 2025
Senior Data Quality Specialist (Code) Toronto, ON
- Improved coding abilities of large language models including **Command A**, helping achieve **86.2% on the MBPP+** and **92.6% on the RepoQA** benchmarks by providing reinforcement learning from human feedback
 - Recommended optimizations and provided feedback for 275 coding tasks in Python, JavaScript, C, SQL, and C++

PROJECTS

- The Exercists**  — *Google Cloud Platform, Terraform, Flask, MongoDB, OpenAI API, Arduino*
- Built a physiotherapy-focused game that incentivizes proper exercise form, integrating motion tracking with a **Flask/MongoDB** backend, and deployed the system on **GCP Compute Engine** provisioned via **Terraform**
- PolyPace**  — *Python, C#, OpenCV, MediaPipe, Unity, Blender*
- Built a first-person VR fitness game on **Meta Quest 3** that gamifies exercise, using **OpenCV** and **MediaPipe** for full body motion tracking, **Unity** for immersive gameplay, and **Blender** for 3D environments, enabling real-time activity translation and calorie tracking
- Albumify - Automated album covers for Spotify playlists**  — *Python, JavaScript, React, SQL, CockroachDB, FastAPI*
- Developed **Albumify**, a web app that generates album covers for Spotify playlists with **React** and the **Spotify API**, backed by a FastAPI backend and a scalable **CockroachDB (PostgreSQL)** database for resilient data retrieval
- Exploring the adoption of clean energy**  — *Python, Pandas, Scikit-learn, Matplotlib*
- Analyzed global clean energy adoption by building regression models with **Scikit-learn**, processing large datasets in **Pandas**, and visualizing patterns via **Matplotlib & GeoPandas**
- GitGest - Repository commit history summarization**  — *Python, JavaScript, React, Flask, GitHub API, Cohere API*
- Built an AI powered tool that summarizes recent changes in order to allow developers to quickly catch up on progress in repositories, including Github OAuth integration for private and organization-specific repositories
- Intellimailr - AI powered cold emailing platform (MetHacks Winner)**  — *Python, Bootstrap, Flask, Cohere API*
- Built Intellimailr, a **Flask** app that automates personalized cold emails by scraping contact info with Beautiful Soup to connect users with potential clients

ACTIVITIES

- Wat Street**  Nov. 2024 – Present
Quantitative Developer Waterloo, ON
- Utilized PyTorch to reach an accuracy level of **96.8%** for neural networks in image classification tasks
 - Employed SciPy to create an implied volatility algorithm using the Newton-Raphson method
 - Developing Monte-Carlo simulation based method to predict the future prices of European options

SKILLS

Programming Languages: Python, TypeScript, Ruby, SQL, Java, C#, C++, C, Lisp, Haskell, Bash
Technologies: Rails, Flask, React, Vue, React Native, PyTorch, Pandas, PostgreSQL, MySQL, GraphQL, gRPC, Tailwind
Tools: Git, Claude Code, Cursor, Node, Jupyter, Unity Engine