Jesse Hines

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TECHNICAL SKILLS

Languages: Python, C++, TypeScript/Javascript, C, Java, HTML/CSS, C#, SQL (Postgres), Bash, Scheme, LaTeX Tools/Frameworks: React, Node, Tensorflow, Pytorch, Django, Pandas, Flask, Docker, Git/Github, Linux, GraphQL/REST, CI/CD

EXPERIENCE

Project Team Lead (SEO)

Mar. 2025 – Apr. 2025 Markham, ON (Remote)

 U^+ Education

• Led the U+ WeAccelerate team in implementing SEO strategies to improve U⁺ Education's search engine visibility

- and user engagement

 Collaborated with web development teams to optimize HTML and CSS, improving website structure and
- enhancing on-page SEO
 Provided leadership and mentorship to team members, overseeing project milestones and fostering a collaborative environment

Junior Data Analyst

Apr. 2024 – Aug. 2024

Michelin

Waterville, NS

- Wrote **Python** and **SQL** scripts to automate weekly KPI report generation, cutting manual prep time by 3 hours/week
- Built an interactive dashboard in **Plotly Dash** (via a **Flask** backend) for real-time filtering of production and downtime trends
- Analyzed production and supply chain data using SQL and Excel to identify trends and inform decision-making
- Developed and maintained dashboards and reports to track key performance indicators (KPIs) and support operational improvements
- \bullet Created performance reports that led to a 17% reduction in machine downtime by identifying patterns in maintenance schedules

Projects

WatPlan () | TypeScript, React, Next.js, Node.js, PostgreSQL, Tailwind CSS

Feb. 2025

- Developed a comprehensive academic planning application that helps University of Waterloo students visualize their degree progression, plan course sequences, and track program requirements
- Designed a flexible academic planning system with customizable term sequencing, prerequisite visualization, and progress tracking
- \bullet Engineered an intelligent PDF transcript analyzer with client-side parsing that achieves 95% course recognition accuracy without server uploads
- Implemented course data integration using GraphQL for efficient querying and multi-provider authentication with NextAuth.js

Physicle $\Omega \mid JavaScript, HTML/CSS, KaTeX$

Mar. 2024

- Created a Wordle-inspired game that teaches physics concepts through equation-based puzzles, attracting 400+ users since launch
- Engineered a deterministic puzzle generation algorithm using prime number-based hashing to create unique daily puzzles with consistent results across devices
- Implemented features including local state persistence, mobile responsiveness, and unlimited play mode for enhanced user experience

EDUCATION

University of Waterloo

Sept. 2023 – Apr. 2028 (expected)

Bachelor of Mathematics, Honours Mathematics

GPA: 3.9/4.0

• Relevant Coursework: Object-Oriented Programming, Software Development Tools, Functional Programming, Linear Algebra, Calculus, Probability