Janssen Qu

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SKILLS

Soft skills: fully bilingual, results-driven, motivated, working well collaboratively with teams or independently.
Languages: Python, Java, Kotlin, C, JavaScript, TypeScript, GraphQL, HTML/CSS, JSON, Bash, SQL, MongoDB
Frameworks: React, Node.js, Flask, Django, JUnit, Robot, Selenium
Developer Tools: Git, AWS, VS Code, Visual Studio, PyCharm, IntelliJ

EXPERIENCE

Software Development Engineer I — Aug. 2022 – Present
Expedia Group — *Montreal, QC*
- Engaging in the development of the platform that powers EG's landing pages utilizing React and TypeScript.
- Implementing multiple APIs and backend services using Kotlin, Java, and GraphQL.
- Collaborating with teams to deliver new features and address internal issues.

Software Developer — May 2022 – Aug 2022
Codeucate — *Vernon Hills, IL*
- Part of a fast paced nonprofit corporation that teaches young generations about computer science topics by offering online programming courses.
- Built direct messaging and notification features using Python and Django framework.
- Integrated course materials onto the portal using Google API.
- Worked closely with the development team and proposed solutions to enhance the usability of the web platform.

Software Engineer Co-op — May 2021 – Aug 2021
TutorOcean — *Ottawa, ON*
- Built automation tests using Python with Selenium, Robot Framework and MongoDB.
- Fixed website accessibility issues and worked on virtual classroom attendance using JavaScript with Meteor and React framework.
- Followed Agile methodology to deploy fast and reliable software.

Helpdesk Tutor — Sep. 2020 – April 2022
McGill Computer Science Undergraduate Society — *Montreal, QC*
- Help CS students through peer-to-peer tutoring with assignments, projects, exams and other related topics.

EDUCATION

McGill University — Montreal, QC
Bachelor of Science in Computer Science — *Sep. 2019 – April 2022*

Heritage College — Gatineau, QC
Diploma of College Studies in Science — *Aug. 2017 – May 2019*

PROJECTS

Assisting Teaching Assistants | *HTML, CSS, JavaScript, Flask, SQLite* — April 2022
- Developed a website for managing teaching assistants.
- Achieved a top 3 ranking in a class competition.

Elfenroads | *TypeScript, Phaser, React, GraphQL* — Sep. 2021 – April 2022
- Designed and developed a digital adaptation of the Elfenroads board game.
- Collaborated with a team of 7 students to achieve project goals.
- Utilized UML diagrams to design the game architecture for optimal functionality.

Dungeon Master | *Python, PyGame* — March 2020 – Aug 2020
- Created a retro-style dungeon crawler game.
- Implemented in-game currency and an item store, allowing the player to purchase armor and other items to improve their chances of success.