

Janssen Qu

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SKILLS

Soft skills: fully bilingual, results-driven, motivated, work well with teams or independently.

Languages: Python, Java, Kotlin, JavaScript, TypeScript, GraphQL, C, HTML, CSS, JSON, Bash, SQL, MongoDB

Frameworks: React, Node.js, Flask, Django, JUnit, Robot, Selenium

Developer Tools: Git, AWS, VS Code, 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 feature using JavaScript and React.
- 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, Python, Flask, SQLite*

April 2022

- Developed a website for managing teaching assistants.
- Achieved a top 3 ranking in 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.