

Justin J. Hsu

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Objective

To work in a software development summer internship program and gain Computer Science experience.

Education

University of Michigan, Ann Arbor 2016 - 2020

Computer Science Engineering, GPA: 3.455

Technical Skills

- Programming Languages: Java, C/C++, Python, Swift, JavaScript, Objective C, C#.
- Additional technical skills: Spring, Hibernate, Jersey, AngularJS, Teradata, Oracle, Spring Tool Suite, Erwin, Putty, HTML, CSS, Adobe software, Django, SQL, DDL, UNIX, LINUX, Visio, Unity, Github, Git, Sourcetree, LC2k Assembly, ARMv8 Assembly.

Professional Experience

Trinity Health, Livonia, Michigan

Software Developer Intern, May - August 2018

- Worked full stack on website service and created new process for updating users on emergency hospital data events to replace previous Apex services, using Java and frameworks such as Spring, Hibernate, and Jersey.
- Wrote SQL queries and designed dashboards in Tableau for presenting hospital encounter trends.
- Worked full stack on scrum team to build web platform to replace current program that allows every department in Trinity to view millions of patient encounter data.
- Developed a web service to standardize health care plan data imports into Teradata.
- Joined business resource group designed to develop strategies to increase employee retention rate.

Software Developer Intern, May - August 2017

- Developed web interface full stack for chart generator product designed to build reports for CEO, CFO, and other executives using AngularJS and Flask.
- Responsible for back-end of chart generator product. Re-architected back-end for a new version of the product and developed data model to make it scalable and more easily sustainable.
- Data modeling for multiple projects in Teradata and Erwin.
- Updated UNIX extracts to transfer medical data through an intermediate encryption process.

Stick Enterprises LLC, Michigan

Independent Contractor, September 2017 - 2018

- Founder and manager of entire engineering operations for [iOS](#) and [Android](#) LaserFox mobile video game.
- Scrum Master for development team of four other programmers.
- Redesigned all 50 levels, the UI, implemented chartboost ads, and added new features, such as in-game stores.
- Designed graphics for backgrounds, characters, buttons, etc.

Starlike International Ltd., Taipei, Taiwan

IT Department Intern, Summer 2015 & 2016

- Built SQL query reports for company products.
- Updated remote monitoring software and install Windows 7 at Nike, Speedo, etc. retail stores.
- Designed online advertisements for sport brands including North Face, Under Armour, Chums, etc.

Extracurricular Projects

- Founder and CTO of entire engineering operation for open world Unity puzzle game, currently working with a team of over 5 people that include student programmers, math PHD students, and professional writers.
- Founder of team of three programmers currently working full stack on instant messaging web service
- Founder of team of five programmers that built iOS [arcade/dating simulation](#) video game in swift.
- Developed iOS app, [CamDetect](#), that lets users point camera at an object and instantly look up facts about it.
- Created AR mobile app that allows users to place various 3D objects onto surfaces.
- Developing Google Chrome extension, [Movent](#), with team of 3 developers to allow users to schedule events to Google Calendar without opening the app.

Additional

- Design graphical images for iOS Apps (Wicked Calc, Faction) launched in 2013 using Adobe Suite.
- U of M Element 1 Bboying President
- Speak, read, and write Chinese.