Justin J. Hsu

862-250-0096   507 Calabria Place, San Jose, CA 95128   justinhs@umich.edu

Objective:

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

Education:

University of Michigan, Ann Arbor *2016 - 2020*
Computer Science Engineering
- Relevant Courses: Data Structures & Algorithms, Foundations of CS, Programming and Data Structures, Computer Organization, Discrete Math.

Professional Experience:

Trinity Health, Livonia, Michigan
TIS Technical Contingent, May - Ongoing
- 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.
- Currently working full stack on web platform to replace current program that allows several Trinity departments to view millions of patient encounter data.
- Currently developing a web service to standardize health care plan data imports into Teradata.

TIS Technical Contingent, May - August 2017
- Built web interface full stack for chart generator product with AngularJS and Flask
- Supported back-end of chart generator product. Helped re-architect back-end for a new version of the product and develop 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 - Ongoing
- Founder and manager of entire engineering operations for IOS and Android LaserFox mobile video game.
- Scrum Master for development team of four other programmers.
- Using Unity game engine, worked with team to redesign all 50 levels, the UI, implemented chartboost ads, and added brand 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
- Build SQL query reports for company products.
- Update remote monitoring software and install Windows 7 at Nike, Speedo, etc. retail stores.
- Design online advertisements for sport brands including North Face, Under Armour, Chums, etc.

Extracurricular Projects:

- Founder and Chief Technical Officer 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.

Additional:

- Programming Languages: Java, C++, Python, Swift, JavaScript, Objective C, C, C#.
- Built AR mobile app that allows users to place various 3D objects onto surfaces.
- 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.
- Design graphical images for IOS Apps (Wicked Calc, Faction) launched in 2013 using Adobe Suite.
- Leadership Activities
  - Founded Pioneer High School Bboy club in 2014
  - U of M Korean Student Association Culture Show Board Marketing Strategist
  - U of M Element 1 Bboying President
  - FIRST Robotics Executive Board Member from 2013 to 2016
- Speak, read, and write Chinese.