

# Kieran Hulsman

Software Engineering Student

[kieran.hulsman@uwaterloo.ca](mailto:kieran.hulsman@uwaterloo.ca)

[kieranhulsman.com](https://kieranhulsman.com)



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**LANGUAGES:** C | C++ | Python | JavaScript | HTML & CSS    **TECHNOLOGIES:** Git | Unix | AWS

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## PROJECTS

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### *ForAllTimes*

- Created a study space traffic counter in the Software Engineering lounge to make finding a quiet study spot easier
- Used git by pushing 39 commits to our project's repository to integrate code with the rest of the team
- Registered our Raspberry Pi as an AWS IoT device to send entry/exit data from ultrasonic sensors to the cloud
- Implemented an AWS Lambda function to process data from the Raspberry Pi and update a database with Python
- Used DynamoDB to keep track of the number of people in the lounge, which our front-end displayed on the website

### *Hangman Game*

- Created a terminal-based hangman game using Java, which incorporated colour and sound
- Implemented object-oriented programming techniques to organize code and increase maintainability
- Improved UX by decreasing graphics lag using multi-threading to run processes concurrently
- Built a shift cypher encryption algorithm to hide phrases from user with file I/O

### *BeTreel - 1st Place, The Golden Hack*

- Developed a webpage for a social media platform which mimicked BeReal by notifying users once per day
- Prompted users to post themselves completing eco-friendly activities by leveraging social accountability

## EXTRACURRICULARS

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### *Formula Electric Design Team*

University of Waterloo (Sept 2022 - Present)

- Decreased the risk of unexpected behaviour by using lint tools
- Collaborated with other students on a large pre-existing code-base, developing familiarity with version control
- Enhanced programming skills through the code review process, and actively contributed to weekly meetings

### *Software Engineering Representative, Mathematics Society*

University of Waterloo (Sept 2022 - Dec 2022)

- Represented my cohort in the Math faculty by advocating for and voting on policies
- Reviewed budgets and participated on the Executive Evaluation Committee

## VOLUNTEERING

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### *Political Canvassing, Liberal Party*

Aug 2021 - June 2022 (125 volunteer hours)

- Developed logistical skills by leading canvassing teams for federal and provincial elections
- Improved communication skills by speaking to constituents their top concerns

### *Volunteer, YMCA*

Nov 2018 - May 2019 (145 volunteer hours)

- Honed teamwork skills by running weekly basketball and volleyball games with staff and other volunteers

## EDUCATION

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### *University of Waterloo*

(Sept 2022 - April 2027)

Software Engineering, Honours (BSE)

- **GPA: 89.5% (3.8/4.0)**

### *Lawrence Park C.I., Toronto*

(Sept 2018 - June 2022)

Honours Certificate of Bilingual Studies, French Immersion

- **Grade 12: 99.2%**