Kieran Hulsman

Software Engineering Student

Languages: C/C++, Python, Java, JavaScript, HTML/CSS, VHDL

Technologies: Git, Unix/Linux, AWS, Excel, GTest, MISRA-C, LaTeX, OpenPyXL

Experience

Lead Coding Instructor

Apr. 2023 - Aug. 2023

Code Ninjas

Aurora, Ontario (full-time, on-site)

- Served as a lead instructor, supporting the management of <u>15 staff members</u> in their day-to-day operations
- Played a pivotal role in driving company growth from <u>0 to 100+ clients</u> by conducting over <u>600 sales calls</u>
- Responsible for the setup and maintenance of our 30 devices, ensuring the smooth IT operations of the business
- Established and implemented the franchise's administrative systems as the business' first full-time employee
- Led <u>100+</u> educational coding sessions for children aged 5-14, fostering digital literacy and problem-solving skills

Data Analyst Intern | Python, Excel

Jun. 2023 - Aug. 2023

believeco:partners

Toronto, Ontario (part-time, remote)

- Employed the openPyXL Python library to automate data validation and amalgamation of client lists in Excel
- Combed through Excel sheets to update 2000+ clients in Function Point and QuickBooks Online

Projects

☑ ForAllTimes - Lounge Traffic Monitor | Python, JavaScript, HTML/CSS, Git

Oct. 2022 - Jan. 2023

- Developed a traffic counter, enhancing student's ability to find quiet study spots with an accuracy rate of 90%
- Collaborated with the team using Git version control, contributing 39 commits to our project's repository
- Registered our Raspberry Pi as an AWS IoT device to send entry/exit data from our ultrasonic sensors to the cloud
- $\bullet \ \ \text{Implemented an } \underline{\textbf{AWS Lambda}} \ \text{function in } \ \underline{\textbf{Python}} \ \text{to process data from the } \ \underline{\textbf{Raspberry Pi}} \ \text{and update our database}$
- Utilized **DynamoDB** to track the number of students in the lounge, displaying the data on our website's front-end

☑ Hangman Game | Java

Mar. 2021 – Apr. 2021

- Developed a terminal-based hangman game using **Java**, incorporating colourful output and sound effects
- Implemented object-oriented programming techniques to effectively organize code and improve maintainability
- Enhanced user experience by optimizing graphics performance through the implementation of multi-threading
- Developed a shift cipher encryption algorithm using file input/output (I/O) to conceal phrases from the user

☑ BeTreel - 1st Place, The Golden Hack | JavaScript, HTML/CSS, Git

Sep. 2022

- Developed a social media webpage resembling BeReal, providing daily user notifications for an engaging experience
- Encouraged users to share eco-friendly activities, fostering social accountability for a sustainable impact

Extracurriculars

Firmware team member $\mid C, Git$

Sep. 2022 - Apr. 2023

University of Waterloo

🔀 <u>Formula Electric Design Team</u>

- Reduced the risk of unexpected behaviour by utilizing MISRA-C lint tools, ensuring code reliability
- Collaborated with other students on a code base of over 300 contributors, developing familiarity with version control
- Enhanced the car's error handling by leveraging **CAN** signals to communicate error messages across 6 different boards

Software Engineering Class Representative

Jan. 2023 – Apr. 2023

∠ Engineering Society

University of Waterloo

- Advocated for my 150-person cohort within the Engineering faculty, actively participating in policy discussions
- Served on the Sponsorship Allocation Committee, distributing over \$8000 in funding to student design teams

Education

University of Waterloo

Sep. 2022 - Apr. 2027

Bachelor of Software Engineering, Honours (BSE)

Waterloo, Ontario

- cGPA: 89.6% (3.9/4.0)
- President's Scholarship of Distinction: awarded to students upon admissions for academic excellence in high school
- Term Distinction / Dean's Honours List (Faculty of Mathematics): awarded in terms 1A & 1B