Kieran Hulsman

Software Engineering Student

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

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

Experience

Data Analyst Intern

Jun. 2023 – Aug. 2023

☑ <u>believeco</u>:partners

Toronto, Ontario (part-time, remote)

- Employed the openPyXL Python library to automate data validation and amalgamation of client lists in Excel
- Wrote scripts to comb through Excel sheets, and updated 2000+ clients in Function Point and QuickBooks Online

Lead Coding Instructor

Apr. 2023 - Aug. 2023

<u>Code Ninjas</u>

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

- \bullet Served as a lead instructor, supporting the management of 15 staff members in their day-to-day operations
- Played a pivotal role in driving company growth from 0 to 100+ clients by conducting over 600 sales calls
- Responsible for the setup and maintenance of **30 devices**, ensuring the smooth IT operations of the business
- Led 100+ educational coding sessions for children aged 5-14, teaching object-oriented programming, JavaScript and Lua
- Established and implemented the franchise's administrative systems as the business' first full-time employee

Projects

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

- Developed a traffic counter with an accuracy rate of 90%, enhancing student's ability to find quiet study spots
- Registered a Raspberry Pi as an AWS IoT device to send entry/exit data from our ultrasonic sensors to DynamoDB
- Integrated DynamoDB with Node.js backend to track the number of students in the lounge with CRUD functionality
- Implemented an AWS Lambda function in Python to process data from the Raspberry Pi and update the database
- Collaborated with the team using **Git** version control, contributing **39** commits to our project's repository

☑ Hangman Game | Java

- 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

- 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 Developer $\mid C, Git$

Sep. 2022 - Apr. 2023

University of Waterloo

- 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 - Present

Waterloo, Ontario

Bachelor of Software Engineering, Honours (BSE)
• cGPA: 89.6% (3.9/4.0)

- Dean's Honours List: awarded in terms 1A & 1B
- President's Scholarship of Distinction: awarded to students upon admissions for academic excellence in high school