Kieran Hulsman

Software Engineering Student

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Languages: C/C++, Python, Java, JavaScript, HTML/CSS, VHDL
Technologies: Git, Unix/Linux, AWS, Excel, GTest, MISRA-C, LaTeX, OpenPyXL

Experience

Data Analyst Intern | *Python, Excel, OpenPyXL* **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

Lead Coding Instructor **Apr. 2023 – Aug. 2023**
Code Ninjas *Aurora, Ontario (full-time, on-site)*

- 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 our **30 devices**, ensuring the smooth IT operations of the business
- Established and implemented the franchise's adminsitrative systems as the business' first full-time employee
- Led **100+** educational coding sessions for children aged 5-14, fostering digital literacy and problem-solving skills

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
- Implemented an **AWS Lambda** function in **Python** to process data from the **Raspberry Pi** 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 | *C, Git* **Sep. 2022 – Apr. 2023**
Formula Electric Design Team *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 – 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