# Neo Hyldelund

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## **Summary**

Full-stack software engineering student with experience in JavaScript, Python, Java, and C++. Skilled in building responsive web interfaces, integrating backend services, and working with APIs and asynchronous systems. Passionate about developing scalable, maintainable software across the stack.

## Education

#### **Simon Fraser University**

Burnaby, BC

Bachelor of Science in Computing Science,

Data Structures & Algorithms, Software Engineering, AI & Machine Learning

Current

# **Academic Projects**

Grow-the-Hoard | Java, Maven, OpenGL, LDtk, JUnit

Jan. 2025 - Mar. 2025

2D top-down maze game with custom levels and AI enemies

• Built with a 4-person team using Java; featured A\* enemy AI and 100% test coverage via JUnit/JaCoCo.

## **Personal Projects**

### Personal Portfolio Website | NextJS, TailwindCSS, React

Jun. 2025

Introductory portfolio website, with a sleek and simple design

- Built and deployed a modern personal portfolio using Next.js and Tailwind CSS, with a focus on accessibility, performance, and clean visual hierarchy.
- Designed modular, reusable React components for project cards, navigation, and layout, enabling rapid iteration and content updates.
- Implemented responsive design with mobile-first layouts and optimized flex/grid systems to ensure a seamless experience across devices.
- Integrated dark mode support using Tailwind's media query and class strategies, enhancing visual comfort and UX consistency.

#### Hands-Off | Python, Whisper, Porcupine

Jul. 2025

Hands off, voice activated spotify helper

- Built a voice assistant with wake-word detection, real-time transcription (Whisper via OpenAI/local GPU), and asynchronous command execution.
- Integrated Spotify automation via Spotipy API, enabling natural voice control for playback and playlist navigation..

#### **Technical Skills**

Languages: C++, Python Java, JavaScript, SQL

Frameworks/Libraries: React, NextJS, Express, JUnit, NodeJS, Tailwind CSS,

Databases: MongoDB, MySQL, PostgreSQL

Tools & Platforms: Git, OpenGL, GLTF, VS Code, Visual Studio, Postman, JIRA