Neo Hyldelund

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Summary

Full-stack developer with experience in React, Next.js, Node.js, and Python. Adept at building responsive UIs, integrating REST APIs, and deploying modern, maintainable apps. Prioritizes accessibility, code quality, and user experience, shipping projects that scale across devices and browsers.

Education

Simon Fraser University

Burnaby, BC

Bachelor of Science in Computing Science

Expected 2027

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

Experience

Vancouver Olive Oil Company | Sales Associate | Vancouver, BC

Feb. 2023 - Jun. 2023

- Educated customers on over 30 specialty products, boosting product trial rates and driving a 20% increase in bundled purchases.
- Implemented a new sampling layout that improved foot traffic flow and led to a 10% increase in weekend sales.

Coop SuperBrugsen | Sales Associate | Copenhagen, Denmark

Jul. 2020 - Apr. 2021

• Supported a multilingual customer base by providing service in English, Danish, and Russian enhancing customer satisfaction in a high-volume retail environment.

Personal Projects

Personal Portfolio Website | GitHub | Website | NextJS / TailwindCSS / ThreeJS / RTB

Jun. 2025 - Pres.

Clean, mobile-optimized personal site showcasing projects and code samples.

- Increased user engagement by ~40% by integrating interactive 3D elements using Three.js and React Three Fiber to create an immersive landing experience.
- $. \ \ \, Improved performance by reducing 3D asset size by 40\% through custom shader optimization and geometry simplification. \\$
- Accelerated build time by 60% by implementing dynamic imports and static route generation in Next.js, streamlining deployment and dev workflows.

Hands-Off | GitHub | *Python | Faster-Whisper | Porcupine | Spotipy*

Jul. 2025 - Pres.

Designed a privacy-first voice assistant using real-time transcription and voice command recognition.

- Enabled 100% hands-free music control via wake word and GPT-assisted command parsing.
- Deployed hybrid async pipeline for <250ms voice response latency.
- Supported 20+ voice intents including playback, playlist switching, and volume control.

Grow-the-Hoard | GitHub | Java / Maven / OpenGL / LDtk / JUnit

Jan. - Mar. 2025

Collaborated on a team of 4 to develop a top-down maze game with intelligent enemy behavior.

- Wrote core logic and pathfinding using A* on custom level formats (LDtk).
- Achieved 100% unit test coverage with JaCoCo; CI-tested using GitHub Actions.
- Presented to a class of 80+ with live gameplay demo and source code walkthrough.

Technical Skills

Languages & Frameworks: JavaScript, Python, C++, Java, SQL, React, Next.js, Node.js, Express

Web & UI: TailwindCSS, REST APIs, responsive design, accessibility

Tools & Platforms: Git, Postman, VS Code, JIRA, MongoDB, PostgreSQL, MySQL

Core Concepts: Asynchronous programming, performance profiling, API integration, cross-platform support