

Nick Shum

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Skills

Languages: HTML5/CSS, JavaScript, Java, C++, Python

Frameworks/Libraries: Next.js, React, Express, Node.js, Bootstrap, TailwindCSS, Framer Motion

Tools: Git, Github, Figma, Adobe Photoshop, Jira, Postman, RESTapi, VSCode

Projects

SpotiTrack - Spotify Tracker, *Spotify API, React, Next.js, Node.js, Express, TailwindCSS* ☑ Mar 2023 – Apr 2023

- Built a web app with **Express** and **Node.js** that interacts with the **Spotify API**, optimizing server-side API endpoints for efficient data handling
- Implemented **OAuth 2.0** authentication protocol to allow users to log in with their Spotify account securely
- Displayed users' data such as top tracks and artists using **Next.js** and **TailwindCSS** for an engaging user experience

Personal Website, *React, Next.js, TailwindCSS, Framer Motion, Figma* ☑ Feb 2023 – Mar 2023

- Designed visually appealing portfolio using **Figma**, with a focus on user-friendly navigation and intuitive layout
- Leveraged the server-side rendering capabilities of **Next.js** to improve website performance and **SEO**, resulting in a faster and more discoverable website
- Established a GitHub and Vercel **CI/CD pipeline** to optimize React build deployment for increased efficiency and reliability

Weather App, *React, HTML5, CSS, JavaScript* ☑ Oct 2022

- Developed a simple weather app using **React**, **HTML**, and **CSS** that allows users to search for current weather conditions for a specific city
- Utilized the **OpenWeather API** to fetch real-time weather data, including temperature, date, and wind speed, and display it to users in an easy-to-read format

Space Invaders, *Java, Greenfoot* ☑ Apr 2022 – May 2022

- Developed a Space Invaders game from scratch using **Java**, demonstrating a strong understanding of **object-oriented** programming principles and Java language features
- Employed Java's event-driven programming model to handle user input and game logic, ensuring the game responded smoothly and consistently to player actions
- Utilized Java graphics and sound APIs to create a visually appealing and immersive gaming experience, including designing and implementing the game's user interface, graphics, and sound effects

Professional Experience

Quality Assurance Analyst, *EllisDon* Jan 2023 – Apr 2023

- Collaborated with cross-functional teams using **Agile Scrum** methodology, contributing to the delivery of high-quality software products and the enhancement of quality processes
- Utilized **Jira** project management software to streamline project workflows and increase team collaboration, resulting in significant increase in project completion rates
- Successfully tested and published software tools into production, currently used by colleagues from various departments, resulting in increase efficiency and productivity across the company

London, ON

Kitchen Staff, *Hattendo Bakery* Oct 2021 – May 2022

- Prepared high-quality Japanese-inspired baked goods and other dishes according to established recipes and procedures, ensuring consistency and adherence to standards
- Assisted with kitchen inventory management, including monitoring stock levels, ordering supplies, and ensuring proper storage of ingredients, helping to ensure a well-stocked and organized kitchen

Markham, ON

Education

Candidate for BAsC in Computer Engineering, *University of Waterloo*

3.3 GPA

Sep 2022 – present

Waterloo, Canada