Nick Shum

✉ n4shum@uwaterloo.ca   📞 (647) 632-0974   in Nick Shum   ⌨ NickShum   ↖ nickshum.ca

Skills

Languages: HTML5/CSS, JavaScript, Java, C++, Python
Frameworks/Libraries: Next.js, React, Express, Node.js, Bootstrap, TailwindCSS
Tools: Git, Github, Figma, Adobe Photoshop, Jira, Postman, 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, 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
London, ON
- Developed and implemented effective quality assurance processes and procedures, resulting in improved overall project quality and reduced error rates
- Utilized **Jira** project management software to streamline project workflows and increase team collaboration, resulting in a significant increase in project completion rates
- Successfully tested and published multiple software tools into production, currently used by colleagues from various departments, resulting in increase efficiency and productivity across the company.

Kitchen Staff, *Hattendo Bakery*   Oct 2021 – May 2022
Markham, ON
- 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

Education

Candidate for BASc in Computer Engineering, *University of Waterloo*   Sep 2022 – present
Waterloo, Canada