# Ryder He

B.CS., Data Science, University of Waterloo 2016 - 2020

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# **SKILLS**

- Programming Languages: Python, JavaScript, Typescript, PHP, Java, C, C++, Scala, R, SAS, SQL
- Frameworks/Libraries: React, Vue, Node, Express, Bootstrap, Flask, Spark, TensorFlow, PyTorch
- Tools: Git, Latex, Markdown, Vim, VSCode

## **EXPERIENCE**

#### Web Developer, CIBC, Toronto, ON June 2021 - Present

NodeJS/TypeScript(React)/MySQL/Python(Flask)

- Engineered and built various features of CIBC's internal employees coaching app using React and Node.js.
- Maintained and improved scalable feedback form and tableau portal applications responsible for the communication between internal employees and managers using Python (Flask).

## **PROJECTS**

#### Hara Clothing App Present

JavaScript(React)/Firebase

- Built an e-commerce website app using React.js; Developed several features including shopping cart, user signin and signup.
- Built the authentication using Firebase with support for different providers along with Firestore Databse.

## RK Streaming App April 2021

NodeJS/JavaScript(Vue)/MySQL

- Led implementation for the front-end of the streaming app; Allowed users to choose from movies, tv shows and music.
- Built the back-end server using Node and Express with support for connecting to the database and executing various queries..

## Chat App Feb 2021

NodeJS/JavaScript(Vue)/Socket.io/Heroku

- Led implementation for the front-end of the live chat app using Vue.js; Developed several features including group chat, presence status display, typing status display, sound effect, and push notification.
- Built the back-end server using Node and Express with support for multiple group chats at the same time.
- Deployed on Heroku; applied manual testing to ensure the app's functionality and availability.

## Flappy Bird Clone Game Oct 2019

Python

- Recreated the flappy bird game using Python with pygame library.
- Created boundary constraints, crash events and menu display. Designed different difficulty levels by changing the speed and the gap between blocks.