

# Sam Huo

## Software Developer

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Passionate and resourceful software developer with proven track record of success. Enjoys learning new technology and applying it to complex problems. Great at unit testing and test driven development (TDD). Keen eye for details and always looking for the best and most elegant solution to problems.

## Skills

### Environments

Windows, Docker

### Languages and Frameworks

Angular 2+, Typescript, HTML, CSS, C++, C++ 11 or greater, C#, .Net Core

### Methodologies

Object-Oriented Development, SOLID, TDD, RESTFul API, Agile, Scrum

### Tools

Microsoft Visual Studio, Android Studio, GIT, Team Foundation Server (TFS)

## WORK EXPERIENCE

### Hyperview., Vancouver, BC - Full Stack Software Developer

Nov 2017 - PRESENT

- Work in an Agile environment, with distributed team, including daily scrums and weekly sprints.
- Work with UI and technical team lead to define requirements, design solution, develop code, write test and deploy solution.
- Participate in code reviews and pull requests.
- Develop full stack Client/Server Architecture using **Angular**, **.Net Core** and **PostgreSQL**; system is deployed on **Docker** with **Webpack**.
- Use Microsoft Visual Studio, Microsoft Visual Studio Code and JIRA to complete tasks and track progresses.

- Increased front-end test coverage from 60% to 90% to meet our unit testing requirements.

### **SUBNET Solutions Inc., Calgary, AB** - *Software Developer*

May 2015 - Nov 2017

- Developed new features for PowerSYSTEM Center which is a web based application using a Client/Server Architecture with Windows' services backend.
- Used latest **C++** methodology, such as **RAII**, **STL** and **smart pointers** to rapidly develop performant and bug free code.
- Worked with QA to troubleshoot customer issues using debugging tools such as remote debugger, wireshark, dependency walker and trace logs.
- Refactored existing code into a **RESTful** interface for unit testing. Tests are ran nightly with continuous build.
- Ran nightly automated tests on SUBNET Solutions' device drivers bring reliability from ~40% to ~90%.

### **SUBNET Solutions Inc., Calgary, AB** - *Software Developer Intern*

May 2013 - Aug 2014

- Worked with other developers to maintain, enhance and test SubSTATION Server v2.x and SubSTATION Server v3.x.
- Developed new features in SubSTATION Server using **C++** best practices. SubSTATION Server is a Windows desktop application that runs in substations gathering information from devices.
- Completed a project to control/manage customer's PLC device that is currently being used at customer's substation in California.
- Resurrected an old project, using White library, to run nightly automated unit test against SubSTATION Server v3.x user interface and provide daily report in the morning.

## **EDUCATION**

### **University of Calgary, Calgary, AB** - *Software Engineering*

Sep 2011 - Apr 2015

- Completed 16 month internship program at SUBNET Solutions Inc. Hired back after completing undergraduate degree.
- Created a game for the Oculus Rift SDK2 using the Unreal Gaming Engine 4.

## **Volunteer Experience**

### **CppCon, Seattle, WA** - *Event Staff*

Sep 2018

- CppCon is a major C++ conference, with 1000+ attendees, hosted by the C++ community.