

tong yin han

Systems Design Engineering at University of Waterloo

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Skills

Java	JavaScript	React	Wireframing	Figma
C++	TypeScript	React Native	Prototyping	Illustrator
Python	HTML/CSS	Node.js	User Research	Photoshop

Experience

Dept. of National Defense
IT Technician Support
Jan - Apr 2021

Provided support with hardware, software, networks, and databases to build networks that reduced the number of tickets by **10%** using VMs

Produced SOP documents aimed to achieve efficiency and clarity for future co-op students with guide of mentors

Projects

Student API
Backend Developer
May 2021 - Present

Utilized **Java, Spring Boot, Maven, and OOP techniques** to add, store, extract, and delete student information in **PostgreSQL** database with **Docker**

Sudoku Solver
Backend Developer
Apr 2021

Developed solver that finds solution to any solvable game of Sudoku in **Python** using **recursion** and **backtracking techniques**

Split-Peas
UI Designer/Frontend Developer
Jan 2021 - Present

Designed UI for mobile app using **React Native** and **Figma** that allows students to create, view, and split grocery bills

Generated database using **Firebase** for user data using systems level thinking

Emphasized UI Principles such as reducing cognitive load and visual saliency

Community

Waterloop
Infrastructure Member
May 2020 - Present

Built and operated hardware test tracks to enable pod testing for the Canadian Hyperloop Competition using **SolidWorks** and **AutoCad**

Led and planned the construction plan of building test tracks

Women in STEM
Events Coordinator
Sept 2020 - Present

Planned initiatives such as Step into STEM Event and mentorship program (**30+ mentees**) which supported young aspiring STEM students

Rebranded logo using **Photoshop** to embody the club's mission

Education

University of Waterloo
Systems Design Engineering (BASc.)

Dean's Honour List: 3.98 GPA (94.3%)

Relevant Courses: Data Structures and Algorithms, Digital Computation, Human Factors of Design, Introduction to Macroeconomics

Udemy

Self learning Prototyping and UX/UI design techniques through online courses