

SIMON OU

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github.com/TripleSteak

SKILLS

Languages: C, C++, C#, CSS, HTML, Java, JavaScript, Python, SQL, TypeScript

Frameworks: Android, Apollo, Arduino, ASP.NET, Express, Kafka, Node.js, OpenGL, PostgreSQL, React, Unity, Xamarin

Tools: Amazon Web Services (AWS), Docker, Firebase, Git, Google Cloud Platform (GCP), Microsoft Azure, Unix

EDUCATION

Bachelor of Software Engineering | University of Waterloo

Sep 2021 – Present

Courses: Data Structures & Algorithms, Digital Circuits, Operating Systems

WORK EXPERIENCE

TOOLBX | Software Engineering Intern

Jan 2023 – Dec 2023

- Architected a new quote-to-order fulfillment and payment system to enable **42%** of all previously manual conversions to be transacted within an end-to-end buyer-seller platform using *React*, *Express*, and *PostgreSQL*.
- Augmented search algorithms, using *GraphQL* and *Algolia*, to support granular price variations across **130K+** products.
- Engineered robotic process automations, written in *TypeScript*, to autonomously extract, parse, and synchronize **\$500K+** of daily invoices from third-party enterprise resource planning software needed by construction materials businesses.
- Devised a *GitHub Actions* CI/CD workflow to bring compatibility-related deployment failures from **6+** per month down to **0**.

Plenty of Fish | Software Engineering Intern

May 2022 – Aug 2022

- Modernized the online dating experience for **1M+** daily worldwide users by reconstructing profile management, dating preferences, and account settings webpages from the ground up using *React* and *TypeScript*.
- Formulated new *REST API* endpoints for profile marketing features, using *ASP.NET*, *Kafka*, and *PostgreSQL* within a distributed microservice architecture, to boost new user engagement by **12%**.
- Implemented unit and integration tests across the stack, using *TypeScript* (*Jest* & *Enzyme*) and *C#* (*XUnit* & *Moq*), to ensure program correctness and determinism with at least **80%** front-end and **98%** back-end code coverage.

Pentabyte Studios | Lead Software Engineer

Jan 2022 – Aug 2022

- Spearheaded the production of an open-world multiplayer role-playing game built using *Unity*, *Polygon*, and *Azure* services.
- Directed and coordinated art, design, and development teams comprised of **10** ambitious employees.

PROJECTS

Upcoming 3D Battle Royale | Unity, Azure, C#

Oct 2022 – Present

- Developed and optimized an AES-encrypted multiplayer server, using *.NET UDP* sockets, to securely communicate complex real-time player movement data across network clients at less than **5 KB/s** per client.
- Incorporated a client prediction and server reconciliation algorithm to promote smooth *Unity (URP)* gameplay and server-driven state synchronization while consuming less than **1 ms** of time overhead per frame.

Automated Voice-Controlled Chessboard | Arduino, C, Python, 3D Printing, Woodworking

Oct 2021 – Nov 2021

- Programmed a stateful move-checking chess algorithm, in *C*, to guide gameplay on a **25" x 25"** plywood chessboard complex.
- Consolidated move-checking, speech-to-text, and mechanical actuation subsystems, using *Python* on an *Arduino*, to allow stepper motors and an electromagnet to respond correctly to vocally issued move commands.

YRDSB Student Planner App | Android, Xamarin, .NET, C#, Java

Mar 2019 – Mar 2020

- Designed and built an *Android* utility app for students of the York Region District School Board, employing Google and Twitter APIs to fetch live updates related to school announcements and calendar events.
- Centralized client-server communication with a handmade *.NET TCP* socket server that used *SMTP* to authenticate users through passwordless student email verification.

AWARDS

Bronze Medallist, *Canadian Computing Olympiad* (24/2827 in Canada)

May 2020

Contender, *Canadian Mathematical Olympiad* (83/7000+ in Canada)

Mar 2020

Perfect Score, *Fermat Mathematics Contest* (23/19393 worldwide)

Feb 2020

Semi-Finalist, *International Championship of Collegiate A Cappella*

Jan 2024