AMY HU

1B Computer Engineering

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📑 Skills

Languages Java, C/C++, Python, HTML, CSS, JavaScript, Haskell

Frameworks Swing, Hexo

> Java Network Programming, 3D Modeling, Live2D Modeling Others

Prototyping STM32 Nucleo, Arduino

> Tools Git, GitHub, Live2D Cubism, Excel

EXPERIENCE

Jun 2020

Curriculum Developer Intern, RICHMOND HILL, HATCH CODING

Feb 2020 > Developed games to teach kids coding.

- > Completed several projects either by myself or collaborated with other colleges.
- > Used JavaScript and/or Python for each project.
- > Wrote descriptions and explanations on how and why the programs work certain way.

Python JavaScript

PROJECTS

PERSONAL WEBSITE AND BLOG

FEB 2020 - PRESENT

github.com/trotyl15/trotyl-home trotyl.xyz blog.trotyl.xyz

- -Self taught HTML and CSS to create the website which includes my past projects and informations about myself.
- -The blog is based on the Hexo framework and I add custom designs using JavaScript and CSS.
- -Deployed using Github page and hosted on Vercel and Cloudflare.

HTML CSS JavaScript Hexo

THE MADHOUSE ADVENTURE GAME

DEC 2019 - JAN 2020

DEC 2020 - JAN 2021

github.com/trotyl15/themadhouse

-An adventure game written in Java.

-Designed, coded, and drew the illustrations of the game all by myself.

Java Swing

LOCAL AREA NETWORK CHATTING PROGRAM

DEC 2020

github.com/trotyl15/chatclient

- -Built the client side of the local network chatting program.
- -Users can see a list of users online, talk to all of them, and send private messages to individuals.

Java Java Socket Swing

MUSIC PLAYER PROGRAM

github.com/trotyl15/dubertunes

- -A local music player that can transfer files between clients using Java socket.
- -The users can add/remove music, sort music by date/alphabet, has a floating window version, and can transfer files between Web clients.

Java Socket Swing



EDUCATION

Apr 2026 Sep 2021 University of Waterloo, 1B COMPUTER ENGINEERING, Candidate of Bachelors of Applied Science

Relevant Courses: Fundamentals of Programming, Engineering Profession, Practice and Communication in the Engineering Profession