

Amy Hu

1B Computer Engineering

Waterloo, ON, Canada +1 (647) 996 0770

hu.amy@uwaterloo.ca

trotl.xyz

trotl15

SKILLS

| | |
|-------------|---|
| Languages | Java, C/C++, Python, HTML, CSS, JavaScript, Haskell |
| Frameworks | jQuery, TensorFlow, Swing, Hexo |
| Modeling | 3D Modeling, Live2D Modeling |
| Prototyping | STM32 Nucleo, Arduino |
| Tools | Git, GitHub, LaTeX, Blender, Nomad Sculpt, Live2D Cubism, Excel |

EXPERIENCE

| | |
|----------|---|
| Feb 2020 | Curriculum Developer Intern, RICHMOND HILL, HATCH CODING <ul style="list-style-type: none">Developed games using JavaScript and Python to teach kids coding.Authored curriculum material on programming fundamentals. <div>Python</div> <div>JavaScript</div> |
| Jun 2020 | |

PROJECTS

Find more projects at: trotl.xyz/projects

PERSONAL WEBSITE AND BLOG

FEB 2020 - PRESENT

github.com/trotl15/trotl-home trotl.xyz blog.trotl.xyz

-Self taught HTML and CSS to create the website which includes my past projects and information about myself.
-Designed and developed custom components using Hexo, JS, and CSS for the blog pages.

HTML CSS JavaScript Hexo

SIMPLE IMAGE CLASSIFIER

JAN 2022

github.com/trotl15/computer-vision-bootcamp

-Implemented a program to classify images using a deep neural network in Python to identify 10 different types of object classes.
-Optimized the accuracy of the model using 2D Convolution and Max Pooling operations.

Python TensorFlow

MUSIC PLAYER PROGRAM

DEC 2020 - JAN 2021

github.com/trotl15/dubertunes

-Developed a local music player that can transfer files between application clients within LAN using Java.
-Added functions of add/remove music, sort music by date/alphabet, floating window, and transfer files between clients.

Java Java Socket Swing

LOCAL AREA NETWORK CHATTING PROGRAM

DEC 2020

github.com/trotl15/chatclient

-Built client application using Java sockets to allow users to connect to the LAN chatting program.
-Developed desktop application in Java to view and speak to all users as well as send private messages.

Java Java Socket Swing

THE MADHOUSE ADVENTURE GAME

DEC 2019 - JAN 2020

github.com/trotl15/themadhouse

-Create graphical interface for adventure game using Swing and developed game logic using Java.
-Using PhotoShop to create a visually appealing game design.

Java Swing

ACHIEVEMENTS

| | |
|---------------------------|--|
| CAYLEY AND GALOIS COMC | Honour Roll and invited to the Canadian Mathematical Society (CMS) Math Camp Performance with Distinction with percentile of 92.61% |
|---------------------------|--|

EDUCATION

2021 - 2026 **University of Waterloo**, 1B Computer Engineering, Candidate of BAsC