Amy Hu

📕 1B Computer Engineering

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☰ 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 Jun 2020	**Curriculum Developer Intern,** RICHMOND HILL, HATCH CODING ❯ Developed games using JavaScript and Python to teach kids coding. ❯ Authored curriculum material on programming fundamentals. Python JavaScript

🖥 Projects

Find more projects at : 🔗 trotyl.xyz/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 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/trotyl15/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 to 75%.

Python   TensorFlow

Music Player Program   DEC 2020 - JAN 2021

⊙ github.com/trotyl15/dubertunes

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

Java   Java Socket   Swing

Local Area Network Chatting Program   DEC 2020

⊙ github.com/trotyl15/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/trotyl15/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	**Honour Roll** and invited to the Canadian Mathematical Society (CMS) Math Camp
COMC	**Performance with Distinction** with percentile of 92.61%

🎓 Education

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