William Lo

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Software Engineering | University of Waterloo

Technical Skills

- **Languages:** JavaScript, C++, Python, Ruby, Java, HTML/CSS
- **Frameworks:** Node.js, React.js, Redux, Rails, Android, jQuery
- **Databases:** PostgreSQL
- **Tools:** Git, Docker, Android Studio, Bash

Experience

TribalScale | Agile Software Engineer — Jan 2017 - Apr 2017

- Improved name recognition and supported multiple tournament formats for the PGA Tour; a cross-platform app for Amazon Alexa and Google Home built with Node.js
- Utilized server-side rendering React.js with CDNs to improve loading times for TribalScale and Athos websites by over 20%
- Integrated a CMS system with Athos' website for easily-editable content with Node.js
- Developed an interactive data visualization with P5.js for CIBC's Stand for Canada web application
- Followed test-driven development and wrote unit and integration tests with Mocha, Nock, and Enzyme
- Refactored existing code and developed layouts for an internal Android application

Innovasium Digital | Web App Developer — May 2016 - Aug 2016

- Led the development of an online web application builder, using React.js and Rails
- Refactored the infrastructure of the web application builder to easily scale with multiple Rails API calls
- Optimized the drag-and-drop layout builder to run from linear to constant time
- Implemented file management systems, graphs, data tables, forms, and a rich text editor

Quanser | Software Engineering Intern — Jun 2014 - Aug 2014

- Developed and tested features for Arduino, Raspberry Pi, and myRIO systems
- Developed a program that controlled an inverse pendulum with a Microsoft Kinect, which was featured in NI Week 2014
- Performed quality assurance using regression and functional testing on sensors and robotic systems

Projects

Cuisiner — Apr 2017 - Present

- Web app that allows students to buy and sell meals built with React.js, Express.js, and Postgres
- Designed UI components and implemented user login and session handling

GoGoGo — Aug 2016 – Jan 2017

- Collaborated with a team to design an online multiplayer Go board game
- Implemented game rendering on the web client and an API services library with React.js

Code/r — Jun 2016

- Developed a web app that performs image recognition to interpret written Python code
- Utilized Microsoft Azure's machine learning API with Node.js

Cat Facts Bot — May 2016

- Developed a Facebook Messenger Bot that responds with cat facts and puns
- Uses Wit.ai for Natural Language Processing and an API for generating random cat facts