Waterloo ON
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YUHAN LIN

1B COMPUTER ENGINEERING

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SUMMARY OF QUALIFICATIONS

- **Languages**: NodeJS, C#, Python, HTML, JavaScript, CSS, C++, Java
- **Frameworks**: JQuery, Bootstrap, FabricJs, ASP.Net MVC, Socket.io, Mocha
- **Tools**: Heroku, Google App Engine, Git, GitHub, Sublime Text 3, Visual Studio, Browserify, NPM, NuGet, Redis, working knowledge of MySQL

WORK EXPERIENCE AND PERSONAL PROJECTS

Software Developer Co-op at D+H C#, ASP.Net, JQuery, SQL **Jan 2017 – May 2017**

- Collaborated with fellow co-op developer to maintain and improve web-based tool for monitoring the state of key dependency endpoints of enterprise product.
- Enhanced single-page application frontend with content encryption and dynamic loading features.
- Transformed monitoring tool into portable NuGet package and facilitated proper usage of said package within larger projects, including creating a full documentation of all features and installation instructions.

Personal Website HTML**,** JavaScript, JQuery, CSS, Bootstrap **August 2016**

- Developed multi-page personal website from scratch as an online showcase for my projects and resume.
- Designed custom animation sequences and event-handling for page elements with the JQuery framework to improve user experience and interactivity.

URL: https://yuhanliin.github.io/my-site/index.html

Lexer and Parser C++ **February 2017**

- Created basic Regex engine from scratch, using the Thompson NFA algorithm as a guideline.
- Built a Lexer tool that uses the above Regex engine to identify patterns in strings and break them into words.
- Implemented the LL(1) and LR(0) parsing algorithms, which can recognize whether a string is syntactically correct according to an input grammar.

GitHub: https://github.com/YuhanLiin/Parsing

Turf Wars Online NodeJS, Socket.io, Redis, Mocha, Browserify, FabricJS **April 2017**

- Conceptualized and built real-time online multiplayer game with Javascript.
- Implemented two-player lobby system via Redis along with locking mechanism to prevent race conditions.
- Leveraged Socket.io's flexibility to handle dynamic communications between server and client and synchronized said communications with backend publish/subscribe architecture.
- Designed scalable game screens and graphics using the FabricJS library and the HTML5 Canvas API, alongside a Bootstrap/JQuery-powered frontend for a seamlessly responsive user experience.
- Tested backend code programmatically using the Mocha testing framework.

URL: https://fast-earth-97553.herokuapp.com/

EDUCATION

University of Waterloo **Waterloo, ON** **September 2016 – May 2021 (expected)**

- Candidate for Honours Bachelor of Applied Sciences in the Computer Engineering program.

ADDITIONAL EXPERIENCE AND AWARDS

- **President's Scholarship (2016):** Received $2000 from the University of Waterloo for academic achievement.