

Amy Hynes

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SKILLS

LANGUAGES

Java
Python
C

TOOLS AND FRAMEWORKS

Git
Bash
Spring
Mockito
JUnit
Django

OPERATING SYSTEMS

Linux
Windows
MacOS

EDUCATION

McGill University, Montreal

Bachelor of Arts and Science in
Cognitive Science,
Concentration in Computer
Science
Expected May 2020

SELECTED COURSEWORK

- Object Oriented Software Engineering
- Web Application Development
- Intro to Software Systems
- Logic and Computability
- Probability
- Discrete Mathematics
- Fundamentals of Artificial Intelligence Minicourse

EXPERIENCE

Morgan Stanley

Montreal, QC

Summer Technology Analyst

May – Aug 2019

- Developed Java Spring application supporting business-critical trading of loans
- Migrated 4000 lines of legacy C++ code into Java Spring code
- Developed unit tests and integrated continuous deployment for project using agile methodology
- Tools: Java, Spring, Mockito, JUnit

McGill Computer Science

Montreal, QC

Undergraduate Society

Sept 2019 – Present

Helpdesk Tutor

- Tutored for various computer science courses
- Explained concepts and assisted students with coursework

Douglas Mental Health Institute

Montreal, QC

Research Assistant

Sept 2019 – Present

- Research assistant in Dr. Mallar Chakravarty's lab
- Implemented machine learning models for histological image analysis

Amy Hynes, Harpist

Jun 2010 – Present

- Performed for weddings, business receptions, and events
- Kept records and invoices for the small business

PROJECTS

Neighborhood Cookbook

March 2019

- Web Application for the creation, sharing, and rating of recipes contributed by users
- Worked with a team of 4 to develop a Django application and personally owned the HTTP response handling functionality
- Tools: Django, Python, HTML, CSS

Waterloo Parking Pal

September 2018

- Google Assistant application to help people follow parking regulations in Waterloo
- Built in 72 hours at Hack the North with a team of 3 people and personally owned the Google Assistant response behaviour
- Tools: Google Assistant API, JavaScript

EXTRACURRICULAR INVOLVEMENT

McGill NeuroTech

June – August 2019

- Developed a platform game controlled by EEG signals to gamify EEG data collection for research
- Worked with a team of 5 to develop backend servers connecting the EEG results to the game
- Tools: JavaScript, Node.js, Python, HTML, CSS