Annie Sun

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EDUCATION

University of Waterloo   Sept 2020 – Apr 2024
Bachelor of Computer Science Honors, with Specialization in Human Computer Interaction   3.62 GPA
- President's Scholarship of Distinction
- **Relevant Coursework:** Object Oriented Programming, Algorithm Design and Data Abstraction, Data Structures and Data Management, Sequential Programming, Computer Organization & Design, (**C**, **C++**), & Digital Imaging

SKILLS

- **Languages:** TypeScript, JavaScript, Java, C, C++, C#, Kotlin, Python, HTML, CSS/SCSS
- **Frameworks:** React, React Native, Redux, Express, Node.js, Express, NextJS, Ember
- **Tools:** Git, Docker, AWS, Google Cloud, GraphQL, Figma, Adobe Suite, Unity

WORK EXPERIENCE

Square
Software Engineer Intern – Banking   **San Francisco, CA** | Sep 2022 – Dec 2022
- Collaborated with designers and other engineers to implement new user-facing quality of life dashboard features using **Typescript**, **Ember**, **Node**, and **RxJS**
- Wrote hundreds of automated unit tests during development to ensure correctness
- Oversaw and planned release of new features to **200,000+** customers utilizing A/B testing
- Identified pain-points in the existing codebase and re-architected segments of code, improving code reusability

Reekon
Mobile Developer Intern   **Boston, MA** | Jan 2022 – Apr 2022
- Architected and developed a full-stack mobile app from scratch with **React Native**, **Redux**, **TypeScript** front-end and **Amplify**, **GraphQL** back-end that lets customers organize data they measure from a hardware product
- Demonstrated app online to **2,500+** customers with an overwhelmingly positive response, contributing to the 200% increase in crowdfunding from the company's last campaign
- Designed the UI/UX of new app and white-boarded potential features using **Figma**

Enzuzo
Web Developer   **Waterloo, ON** | May 2021 – Jan 2022
- Rebuilt the dashboard for company's flagship SaaS product completely using **React**, which increased usage of said product with existing users by **150%**
- Designed the UI/UX as well as implemented a new onboarding experience that showcased the product to its full potential, leading to a **100%** increase in users

Rowin Music
Android Developer   **Remote** | May 2020 – Aug 2020
- Worked with a small team to design and develop an Android app using **Java** that works alongside a hardware product

PROJECTS

KoiUI 🔗
- An open-source, highly customizable, TypeScript compatible, React-Native UI library which mimics the look and feel of native IOS apps with **200+** weekly downloads
- Mocked up and implemented **10+** unique components with **20+** variants made specifically for small screens
- Created landing page to promote library that gets **100+** weekly visits

Songle 🔗
- An alternative version of the popular game Wordle but for songs, which has **100+** players
- Game is personalized with the user's own music taste fetched form the Spotify API and is built with **NextJS**

MyMakeupManager 🔗
- Application built with **Java** and **JavaFX** that allows people to digitally sort and organize their makeup collection

Run 🔗
- A minimalistic endless runner game made using **Unity**, and **C#**, with assets made in **Photoshop**