

Austin Kwok

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EXPERIENCE

D2L Corporation | Software Engineer 2 | Remote | Oct 2021 - Current

- Led critical sections for the longstanding and highly requested automatic quiz submission feature from start to finish, which involved integration between both the instructor and student views and upkeep of backwards compatibility with legacy code. Since launch there has been an average of 7 million quiz attempts per week that uses this feature.
- Led the development of an Analytics Builder tool integrated with AWS QuickSight, enabling non-technical users to create custom data visualizations and reports through a no-code interface. I planned and prioritized user stories to align with product goals and technical feasibility.
- Supported and triaged quizzing related customer escalations on production to ensure SLAs of 99.9% uptime and tiered response times (ranging from 24 hours to 3 days) are met accordingly.
- Researched, created schemas, and wrote tests for an events-based system that ingests more than 10 million events per week to generate quiz datasets for school administrative and compliance requirements.
- Updated database model and schemas and performed the necessary database migration steps on production to streamline the process for instructors to set time limits in the quizzing tool and enable synchronization of start and end times across all students taking a quiz, affecting more than 3.2 million students on a regular basis.
- Wrote an integration as part of the CI/CD pipeline that posts build numbers to Github PRs and Rally stories automatically during deployment phase, which saved the organization more than 86.75 work hours per month in manually tracking builds.

Luniu Mall | Software Engineer | Richmond, BC | May 2021 - Nov 2021

- Worked with a small team of 2-3 people on a grocery delivery mobile app called Luniu Mall on both iOS and Android: <https://luniuapp.com/app>
- Designed and implemented numerous full stack features from scratch such as user reviews, user posts, and points rewards system for the app, which is currently being used by more than 10,000 users.
- Improved load time on the product reviews page by 5 seconds through render optimizations made to the list component and implementing infinite scroll.
- Utilized React Native, Typescript, Expo, Android Studio, and XCode to produce apps for all mobile platforms.

BC Federation of Francophones | Junior Software Engineer (Contract) | Remote | Feb 2021 - Apr 2021

- Built a trivia mobile game called FrancoQuiz on both iOS and Android for the French speaking community in BC which consists of 330,000 people: <https://www.ffcb.ca/le-francoquiz/>
- Built a wizard style web application that provides step-by-step guidance for non-technical employees to easily add trivia questions to the trivia question bank.
- Used Unity for the mobile game and React JS for the web application, created a backend RESTful API using Strapi, and set up a PostgreSQL database.

LANGUAGES & SKILLS

Javascript (React/Redux/React Native and NodeJS), Typescript, HTML, CSS, C#, .NET, SQL, Git, Jira, Rally, Trello, Agile

EDUCATION

University of British Columbia | Vancouver, BC

Bachelor of Science: Double Major in Computer Science and Statistics