

Bruce Hong

Computer Science & Business Administration Double Degree Student

✉ bjhong@yahoo.com
🌐 www.brucehong.com
☎ (416) 837-0330
in brucejh99
📧 brucejh99

Skills

LANGUAGES:

JavaScript (ES6), C/C++,
HTML/CSS, SQL, Racket

TOOLS &

FRAMEWORKS:

Node.js/Express,
ReactJS, Bootstrap,
Azure, Mocha/Chai, Git,
Linux/Unix

TRANSFERRABLE

SKILLS:

Agile Development,
Teamwork,
Written/Oral Communication,
Results-Oriented

Education

University of Waterloo

Sept. 2017 - Apr. 2022

Candidate for Bachelor of
Computer Science

Wilfrid Laurier

University

Sept. 2017 - Apr. 2022

Candidate for Bachelor of
Business Administration

Awards

BDO New Venture Semi-Finalist

Lazaridis School of
Business and Economics
Mar. 2018

Startup case competition

President's Scholarship with Distinction

University of Waterloo
May 2017

95+ early admission average

1st Place ICDC

DECA

Apr. 2015

International business
competition

Employment

Finastra

May 2018 - Aug. 2018

Software Developer - R&D Team

Mississauga, ON

- Refactored several banking services to provide more secure multi-tenancy with **Node.js/Express**, **SQL**, and **Microsoft Azure** tools and services
- Used **Node.js**, **RxJS**, **SQL** and various logging providers to develop microservice-oriented platform modules including distributed tracing modules and Express-like middleware injection for AMQP protocols
- Coordinated with DevOps to develop microservice and release pipeline scaffolds with **Yeoman** and **PowerShell** that allow new skeleton microservices to be created and deployed in ~15 minutes
- Developed and implemented integration testing tools with **Mocha/Chai** and **SQL** which deprecated development databases and reduced database costs by 60%

TakingITGlobal

Aug. 2015

Summer Intern

Toronto, ON

- Managed the Global Youth Action Network – responsible for approval or rejection of applicant organizations based on their alignment with network objectives
- Researched and compiled relevant data used in an initiative to promote Canada's 150th anniversary

Projects

Pokémon Harvold (Ongoing)

- Browser-based Pokémon game based on classic games with multiplayer features such as player vs. player battles
- Developed UI and gameplay with **Bootstrap** and **JavaScript**

Notification Hub (Ongoing)

- Google Chrome extension that helps users track and manage new notifications, messages and emails from various social media and email accounts
- Developed extension interface with **ReactJS** and deployed a **Node.js** server to receive webhook payloads using **Heroku**

Pink Box Apocalypse

- Virtual reality game for Oculus Rift where players use weapons to defend a themselves from incoming enemies
- Player controls and enemy movement developed in **C#** using **Unity** with **Leap Motion** modules for hand gesture recognition

Zombie Survival Game

- Multiplayer browser game where players gather resources and use weapons to survive waves of attacking zombies
- Developed equipment spawning, zombie pathing and terrain interactions using **Node.js** with the **Phaser.js** game engine and **socket.io** to enable real-time bi-directional communication