Bruce Hong

Computer Science & Business Administration Double Degree - 2A

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Skills

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

TOOLS & FRAMEWORKS:
Node.js/Express, ReactJS, Unity, Bootstrap, Azure, Mocha/Chai, Git, Linux/Unix

AREAS OF INTEREST:
Product Design, Software Architecture, User Experience, Project Management

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
Software Developer - R&D Team

May 2018 - Aug. 2018
Mississauga, ON

- Developed multi-tenant fund transfer and payment microservices under the CQRS architecture template with **Node.js/Express**, **SQL**, and **Microsoft Azure**
- Designed and developed various microservice-oriented platform modules including distributed tracing and Express-like middleware injection for AMQP protocols using **Node.js, RxJS, SQL** and various logging providers
- Coordinated with DevOps to develop microservice scaffolds and release pipeline generators with **Yeoman** and **PowerShell** which reduced development time by generating and deploying new skeleton microservices in <15 minutes
- Developed and implemented integration testing tools with **Mocha/Chai** and **SQL** which reduced database costs by 60% during development

TakingITGlobal
Summer Intern

Aug. 2015
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/Express** with the **Phaser.js** game engine and **socket.io** to enable real-time bi-directional communication