



# Bryan Ling

✉ [b3ling@uwaterloo.ca](mailto:b3ling@uwaterloo.ca)  [github.com/bryanling1](https://github.com/bryanling1)  [linkedin.com/in/bryanling](https://linkedin.com/in/bryanling) ☎ 519-591-1889

## EDUCATION

University of Waterloo, Bachelor of Software Engineering 2019 - 2024

## SKILLS

- **Languages:** TypeScript, JavaScript, Python
- **Frontend:** React, Material-UI, styled-components, Electron, Jest, Figma
- **Backend:** Next.js, Node.js, MongoDB, Git, Flask, Docker, Firebase

## WORK EXPERIENCE

**Intern Wave** - Junior Full Stack Developer Jan 2024 - present

- Built website for **5000 users** with authentication and user reviews with Next.js, MongoDB, and TypeScript
- Launched desktop app with **1000 downloads** for web-scraping and organizing job applications on Mac and Windows with Electron

**Faire** - iOS Engineer Intern Sept - Dec 2023

- Accelerated test failure for **entire iOS team** by deploying a Jenkins script to automate reporting of Xcode unit test results to all GitHub pull requests.

- iOS Engineer Intern Jan - Apr 2023

- Led implementation of multi-user chat feature on both brand and retailer iOS apps with Swift.

- Frontend Engineer Intern Apr - Aug 2022

- Boosted promotion creation by **5%** by implementing a one-click feature for Faire Summer Market event

- Frontend Engineer Intern Sept - Dec 2021

- Streamlined a verification process that saved **4-8 hours** with **130-180 users per week** by deploying admin and customer-facing form components.
- Saved Risk team **35 hours a month** by developing an admin dashboard feature for opening external links

**Applied Brain Research** - Frontend Developer Intern Jan - Apr 2021

- Deployed an interactive graphing library used across projects to plot neuron activity to NPM
- Developed advanced table component with inline editing and sorting for web tools running machine learning models with React, Apollo Client, and Material-UI




**Cognitive System** - Software Engineer Intern May - Aug 2020

- Streamlined data visualization from **15 minutes to 60 seconds** by developing a web app to display changes in WiFi signals with React, ChartJS, and Flask

**Ontario League of Associated Esports** - Full Stack Developer Feb 2019 - Feb 2020

- Built website for **300 users** with a real-time matchmaking system, user authentication, and player statistic displays from Riot Games API with React, Redux, and Firebase

## PROJECTS

**Overwatch League Arena**    - Esports stadium simulation 2021

- Collaborated with **Blizzard Entertainment** with a **Coca-Cola** sponsorship by creating a video about the project with over **23,000 views**
- Developed UI animations to sync with real-time computer vision detected events from video footage using React, GreenSock, OpenCV and Socket.io