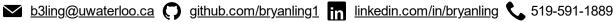
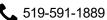
Bryan Ling





EDUCATION

University of Waterloo, Software Engineering

Expected 2019 - 2024

SKILLS

- Languages: JavaScript, TypeScript, Python, C++
- Frontend: React, Redux, Material-UI, styled-components, Apollo Client, GreenSock, Adobe XD
- Backend: Node.js, Express, Flask, MongoDB, Jest, Git, Docker, Firebase, OpenCV, Jira

WORK EXPERIENCE

Faire - Frontend Engineer Intern

Expected Sept - Dec 2021

• Increased speed of user verification by 95% for the risk team by deploying an admin feature for opening external links

Applied Brain Research - Frontend Engineer Intern

Jan - Apr 2021

- Deployed an NPM Graphing Library used across internal projects to plot real-time Al training, confusion matrix, and neuron activity data using React, Typescript, SVG and styled-components
- Developed a cloud interface for clients and internal use with a reusable table component supporting inline editing and sorting with React, Apollo Client, and Material-UI

Cognitive System - Software Engineer Intern

May - Aug 2020

• Streamlined a data visualization process from 15 minutes to 60 seconds by deploying a web app to display changes to motion detected in a WiFi network with React, ChartJS, and Flask used by the data science team

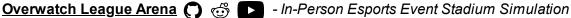
Ontario League of Associated Esports - Full Stack Developer

Feb - Aug 2019

- Built website for 300 concurrent users with a real-time matchmaking system, user authentication, and player statistic displays with React, Redux, and Firebase
- Integrated a Node.js and Express statistics backend app with Riot Games API to identify top-level candidates
- Automated social media content generation using PIL and MoviePy in Python

PROJECTS





- Project featured on Overwatch League's official YouTube channel with over 23,000 views sponsored by Coca-Cola
- Developed character timeline animations using React, Redux, Typescript and GreenSock to sync with computer vision detected events from video footage using OpenCV and Socket.io

Crambarry - Gamified Classroom Social Web App

- Application approved by Waterloo Region District School Board for student use
- Developed a roulette rewards system, customizable player profiles, discussion forums, and chat rooms using React, Redux, and Firebase with prototypes in Adobe XD

Clip Ship - Video Editor Web App for Twitch.tv

- Built a Twitch live stream clip editor using drag and drop timeline features with React and Redux
- Designed a RESTful API backend with Express, FFmpeg, and MongoDB to store user data and render video files
- Published as a multi-container application with Docker-compose