Bryan Ling

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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 AI 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

Overwatch League Arena ⓞ 👽 ▶ *- In-Person Esports Event Stadium Simulation*

- 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**