Bryan Ling

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EDUCATION

University of Waterloo, Software Engineering   Expected 2019 - 2024

SKILLS

- **Languages:** JavaScript, TypeScript, Python, C++
- **Frontend:** React, Redux, MobX, 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*

- Streamlined an information request process that saved **4-8 hours** on **130-180 users per week** by developing admin and customer-facing form components in **React** and **MobX**.
- Saved the Risk team **35 hours a month** by developing an admin dashboard feature for viewing multiple external links

Applied Brain Research *- Frontend Developer 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 user interface for internal use on machine learning hardware 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 in WiFi signals with **React**, **ChartJS**, and **Flask**

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

PROJECTS

Overwatch League Arena ◯ 👽 ▶ *- In-Person Esports Event Stadium Simulation*   *2021*

- Collaborated with **Blizzard Entertainment** to create a video feature about the project with over **23,000** views on YouTube with a **Coca-Cola** sponsorship
- 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**

Clip Ship ◯ *- Video Editor Web App for Twitch.tv*   *2021*

- Built a Twitch live stream clip editor using drag and drop timeline features and published with **Docker-compose**
- Designed a RESTful API backend with **Express, FFmpeg,** and **MongoDB** to store user data and render video files

Crambarry ◯ *- Gamified Classroom Social Web App*   *2019*

- Application approved by Waterloo Region District School Board for student use with a chat system