

# Daniel Xu

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## Education

### University of Waterloo

September 2017 – June 2022

- Bachelor of Computer Science, Minor in Psychology

## Skills Summary

### Languages

JavaScript • TypeScript • Python • C# • C++ • C • Java

### Technologies

React • Node • .NET • SQL • HTML • CSS • Android

### Tools & Libraries

Jest • Bootstrap • Heroku • Git • Socket.IO

## Employment Experience

### Software Developer | HealthHub Solutions

Waterloo, ON | June 2020 – Dec 2021

- Refined UI/UX skills by implementing the front-end of a video chat application for integrated bedside terminals at hospitals, using **React** and **TypeScript**
- Wrote services for transforming bedside terminals into Wi-Fi hotspots using **Python**
- Demonstrated proficiency in automated testing with **Jest** and **React Testing Library** by reaching 90%+ in code base coverage

### Full Stack Developer | Bell & Howell

Waterloo, ON | Sept 2019 – Dec 2019

- Created a custom browser application for printing machines using **C#** and **.NET**
- Designed mockups in Adobe XD for a new workflow allowing printing machine operators to classify mail pieces and reconstructed the mockups in **HTML**, **CSS**, and **JavaScript**
- Wrote stored procedures and integrated database functionality with **SQL**

### Front-End Developer | GryphTech Inc.

Mississauga, ON | Jan 2019 – April 2019

- Implemented a statistical dashboard for businesses and an intuitive image uploader/editor within the browser using **JavaScript**
- Demonstrated leadership by handling coordination of various teams: Product, Design and Dev

## Projects

### Pickstop

[pickstop.gg](http://pickstop.gg)

- Esports website for creating bracket predictions with scoring and leaderboards
- Implemented an event creator tool that ties tournaments to API data using **.NET**
- Handled the connections between front-end, back-end and database with **React**, **C#**, and **SQL**
- Last major event had over **900** unique participants

### Rocket Friends

[github.com/danielxu7/RocketFriends](https://github.com/danielxu7/RocketFriends)

- Web application that helps Rocket League players build teams and connect with each other
- Back-end built with **Node** and **Express**, using **MongoDB** to store information
- Utilizes **JSON Web Tokens** for authentication and **web sockets** for live messaging

## Interests

- Competitive Rocket League Player for University of Waterloo and UW Esports Executive
- Researching areas of psychology, sociology, and global politics