Edward Song

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Education

University of Waterloo - Bachelor of Computer Science (Co-op Program)

2021-2025

Skills_

Languages C++, C, Python, Java, JavaScript, Typescript, HTML, CSS, LaTeX, C#, Racket, R

Technologies AWS, React, Redux, MongoDB, PostgreSQL, MySQL, Express, Node.js, Flask, LLMs, Git, Linux, NumPy, Jira, Pandas

Work Experience __

ConnectX May 2024 – Present

BACKEND DEVELOPER / AI RESEARCHER

Python, TypeScript

- Developed an automation tool using Python, TypeScript and Node.js to generate and maintain Swagger API documentation for controllers and middleware, using GitHub Actions to optimize the development workflow
- Engineered an **AdonisJS** based authentication middleware with customizable guards to verify **JSON Web Tokens**, preventing unauthorized API access, and maintaining data integrity
- Optimized ETL workflow using AWS Glue to extract and transform large datasets in AWS S3, and load structured data into a MySQL database, enabling data integrity and seamless data flow for over 100GB of data

Trend Micro Sept. 2023 – Dec. 2023

BACKEND DEVELOPER

Java, TypeScript

- Developed a Java based REST API microservice, responsible for parsing, managing, and serializing sensitive user database server settings in PostgreSQL, while enforcing API security with OAuth tokens and rate limiting
- Designed an AWS service to streamline real-time monitoring of API log requests using Amazon CloudWatch and API Gateway, achieving a response time under 700ms, and significantly improving API troubleshooting and debuggability
- Implemented load balancing across multiple EC2 instances and utilized asynchronous task queues via AWS Lambda to achieve a 100ms reduction in notification delivery latency
- Increased test coverage by **57**% by building a comprehensive end-to-end test suite for a **DynamoDB** notification service pipeline using **Typescript** to automate test scenarios and **Postman** to test API response times

Cisco Systems

Jan. 2023 - April. 2023

- SOFTWARE ENGINEER

 C++, Python

 Developed internal tools in C++ and Python, optimizing hardware efficiency for IOS-XR software on Cisco 8000 routers by
- implementing traffic shaping, traffic classification, and route caching for packet data
 Engineered a packet monitoring algorithm in C++ to track incoming ingress and egress packets to Netflow, improving network monitoring throughput and latency, saving developers over 10 hours of log debugging
- Built automated testing infrastructure in Python to write unit tests for ERSPAN and SPAN, adding support for regression testing

Ford Motor Company

May. 2022 - Aug. 2022

SOFTWARE DEVELOPER

May. 2022 71ag.

- Built an IT automation tool on GitHub to label pull requests depending on passing and failing unit tests, providing developers a
- Designed a code coverage monitor for a vehicle codebase with historical telemetry and coverage visualization, improving code reliability and robustness

Personal Projects __

quick way to assess the status of their pull requests

SnapChef – Full-stack application to generate personalized recipes based on real-time video

github/SnapChef

- Built a web application with React, Redux, Node.js, and Express.js to create recipes using the ChatGPT API from detected food
- Trained a deep learning object detection model using YOLOv8 and PyTorch to identify 30+ food items with an 85% test accuracy
- Implemented robust user authentication using **Bcrypt**, enabling users to create, save, and delete recipes stored within a **MongoDB** database using a **Node** and **Flask** backend

Global Power Rankings – REST API that analyzes League of Legends team performances

github/LeagueHack

- · Deployed a REST API using AWS Gateway and Lambda to display international and regional team rankings
- · Performed data cleaning, and transformation using Pandas to train and test an XGBoost model on multiple features
- Implemented custom ELO ranking algorithms to analyze team match history performance using Python