HENRY HU

Entry Level Developer

Windsor, ON
+1 226 759 5829
huhenry50@gmail.com
Website
Github
LinkedIn

SUMMARY

· Entry level developer optimistic to grow in the CS and software development industry
· Full-stack work experience, including REST and GraphQL, creating user-facing features/products served through cloud computing
· Quick learner, proven technical agility while eager to improve and learn new skills through challenging work problems
· Prioritizing diligence and honesty, determined to produce results, fulfill all requirements and take responsibility

TECHNICAL SKILLS

Langauges: Python / Java / C/C++ / TypeScript / JavaScript / Kotlin / Ruby / SQL / Bash / TeX
Database: PostgreSQL / DB2 / MySQL   **CI/CD Familiarity:** Jenkins / Kubernetes / BuildKite / Nomad

KEY SKILLS

Full Stack Dev / Web App Dev / API Dev / Unit Testing / Git / Azure / QA / Project Management /
Agile Methodology / Sprint Planning / Jira / Miro

PROFESSIONAL EXPERIENCE

1/2023 – 4/2023
Co-op/intern

Full Stack Developer   **Wonolo Inc.** / **(Remote) San Francisco, CA**
· Acclimated to a Rails app serving the temporary staffing industry with a platform to find/offer flexible work
· Led development in migrating functionality in the web portal to React with over **10** custom components
· Implemented **backend** of customer scheduled reports – **2** tables, **8** GraphQL endpoints and **1** CRON job
```
Ruby on Rails  /  React  /  PostgreSQL  /  GraphQL  /  Sidekiq
```

5/2022 – 8/2022
9/2021 – 12/2021
Co-op/Intern

Software Engineer   **PointClickCare** / **(Remote) Mississauga, ON**
· Facilitated pharmacy and practitioner communication with a service to organize prescriptions
· Coded **integration tests** using Cypress' test suites, as well as maintaining unit test code coverage **>90%**
· Worked on a web imbedded messaging app implemented into the core LTPAC, SaaS product
· Used **RESTful web MVCs**, structuring endpoint data, adding controller logic with views serving React pages
```
Spring Boot  /  React Redux  /  SQL + SSMS  /  JUnit  /  Jest  /  Cypress
```

PROJECTS

Ongoing

Personal Website and Portfolio   **Personal**
· Maintaining a Next.js app, with the main page at a Real Experience Score of **93** and performance score of **98**
```
Typescript  /  React  /  Node.js  /  Next.js  /  ChakraUI
```

Spring 2021

CTOR   **Academic**
· Implemented command line Catan with ASCII graphics for an OOD course, receiving a perfect final mark
· Collaborated with group in stressing **best practices** in OOP, software design to take pride in the project
· Added above-and-beyond features in longest path algorithm and "card" decks, recieving bonus marks
```
C++  /  UML
```

Summer 2019

2D Sidescroller Game   **Academic**
· Created platformer action game using **OOP** principles featuring player, projectile and enemy classes
· Utilized sprite and animation packages for all game entities
```
Java  /  LibGDX
```

Winter 2018

Pokémon Themed Paint App   **Academic**
· Scripted a paint program for summative assessment receiving full marks
· Designed a themed **GUI** supporting usage of 8 selections of drawing patterns, file IO, music and undo/redo
```
Python  /  Pygame  /  Tkinter
```

EDUCATION

9/2020 – 4/2025

Candidate for Bachelor's of Computer Science   **University of Waterloo**
· Computer Science, Honours Co-op, software engineering specialization
· 3.96 GPA
· Relevant courses: `Object Oriented Design` / `Data Structures` / `OS` / `Algorithms`
· *University of Waterloo President's Scholarship, Fall 2020*

RESEARCH

Undergraduate Research Assistantship - Dr. Justin Wan / Deep Learning and AI generated images filtering
```
Classification  /  Feature extraction  /  TensorFlow  /  NumPy  /  Pandas  /  Hugging Face
```