

HENRY HU

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EDUCATION

University of Waterloo

Sep 2020 – Apr 2025

Candidate for Bachelor's of Computer Science with Software Engineering Specialization, 3.96 GPA

WORK EXPERIENCE

Infor Global Solutions

Sep 2023 – Dec 2023

Software Developer

Remote

- Deployed **cloud microservices** and optimized integration tests to reduce CI/CD pipeline time by **1 hour** as a member of the Platform and Dev Ops team. Done by parallelizing Cucumber tests into separate K8s pods.
- Dockerized runtime images used by GitLab runners with AWS ECS to provide build artifacts, test environments and test reports in the **6+** staged pipeline
- Refactored product localization process into an automated tool using AWS Translate for over **20** languages. Had merge-request-like reviews, in-line translation edits and Wildfly DB migration generation.

Wonolo Inc.

Jan 2023 – Apr 2023

Full Stack Developer

Remote

- Developed features for Rails app serving the temporary staffing industry by implementing the **backend** of customer scheduled reports. Achieved with **2** new DB tables, **8** GraphQL endpoints and **1** CRON job.
- Led development for new web portal functionality using React. Worked with Product and Design to improve user experience and introduced over **10** styled components interacting with GraphQL endpoints.

PointClickCare

May 2022 – Aug 2022

Software Engineer

Remote

- Aided in creating a React web app to organize doctor prescriptions and pharmacy order fulfillments. Wrote **integration tests** using Cypress' test suites, as well as maintaining unit test code coverage **>90%**

PointClickCare

Sep 2021 – Dec 2021

Software Engineer

Remote

- Worked on a web messaging app through Twilio API in a cloud computing environment. Used **RESTful web MVCs** in Spring Boot, structuring endpoint data, adding controller logic with views serving React pages.

RELEVANT PROJECTS

Poker Hands Game

May 2024

Personal

- Published multiplayer card game through Unity WebGL, featuring server-client architecture, network communication using RPCs and a responsive UI made solely with TextMeshPro
- Utilized Netcode for GameObjects, Relay, Unity Transport and Lobby for connecting to private or public games
- Integrated design patterns including singleton, factory methods and C# delegates for invoking over **15** events
- Animated rotation, translation and scaling of UI in coroutines, with **3** custom interface implementations

Image Classification Django App

Aug 2023

Undergraduate Research Assistantship

- Created Django app to allow users to train any of **4** image recognition neural networks on their own labelled images. Trained models are saved and inference is catered to users' training data.
- Designed the full stack architecture using React and Django, with a backend production instance using AWS EC2, RDS, S3 and Route 53, with local runtimes using Docker Compose.

Personal Website and Portfolio

Sep 2022

Personal

- Used Next.js for a personal website, earning a Real Experience Score of **100** and Best Practices score of **95**
- Made to easily generate static site content with generalized React components

RESEARCH

Undergraduate Research Assistantship

May 2023 – Aug 2023

Dr. Justin Wan, University of Waterloo

Deep Learning and Classification, Unsupervised learning

- Explored unsupervised method to filter undesirable AI generated images and created general image classification tool
- Worked with deep learning, classification, feature extraction, TensorFlow, NumPy, Hugging Face vision models

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, TypeScript, JavaScript, Kotlin, TeX, SQL

Technologies: Unity, GitBash, React, Angular, Next.js, Spring Boot, GraphQL, Django, Kafka, RabbitMQ, Celery, Redis, PostgreSQL, Docker, K8s, AWS, GitLab CI/CD, Jenkins, HuggingFace, TensorFlow