

HENRY HU

Entry Level Software Developer

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WORK EXPERIENCE

Toolbx Sep 2024 – Dec 2024 Remote

Software Engineer (co-op) [*Node.js, React, GraphQL, PostgreSQL, TypeORM*]

- Programmed software for construction material e-commerce, with heavy contribution to product enhancements, UX experience.
- Implemented full stack SMS messaging features using **Twilio** to facilitate customer-dealer communication.
- Collaborated with Product, Design to implement **2FA**, improving sign-on security for users. Put in charge of technical design, organizing tasks and upholding deadlines.

SS&C May 2024 – Aug 2024 Remote

Full Stack Developer (co-op) [*Spring boot, Angular, PostgreSQL*]

- Developed features for a financial management software in a microservice architecture, working with Angular and Spring boot.
- Contributed in sprints as a regular team member, scoping tickets, demo-ing features and assigned to bugs as a full-time would.
- Took lead in development of JOLT specs (Apache NiFi), transforming JSONs with list and object shifts using traversing operators. Projection data from **3** endpoints were run through the specs to match schema of downstream external sources.

Infor Global Solutions Sep 2023 – Dec 2023 Remote

Software Developer (co-op) [*Docker, AWS EKS+ECS, K8s, GitLab CI/CD*]

- Deployed **cloud microservices** and optimized CI/CD pipelines, reducing test runtimes 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 propagate build artifacts, provide test runtime environments and serve test reports in a **6**-staged pipeline.
- Refactored language localization process into an **automated** tool using AWS Translate for over **20** languages. Leveraging **GitLab pipeline and API** to automate translation, creation of merge-requests and generation of Wildfly DB migrations.

Wonolo Inc. Jan 2023 – Apr 2023 Remote

Full Stack Developer (co-op) [*Ruby on Rails, React, GraphQL, PostgreSQL, Redis*]

- Developed features for Rails app serving the temporary staffing industry as an active member in a fast-paced startup environment.
- Tasked with creating scheduled reports using a CRON job to deliver customized job fulfillment reports on a cadence. Implementation spanned **2** new DB tables, **8** GraphQL endpoints and **1** CRON job on Redis.

PointClickCare Sep 2021 – Dec 2021 / May 2022 – Aug 2022 Remote

Software Engineer (co-op) [*Spring boot, React, Cypress*]

- Aided in developing React web app to organize prescriptions and pharmacy orders. Wrote **integration tests** with Cypress.
- Worked on a web messaging app using Twilio API in an Azure cloud environment. Learned about **RESTful web MVCs** in Spring Boot, using **DTOs**, React functional components and unit testing. Participated in Agile practices, ie. scrum planning and ticket grooming.
- Wrote logic as well as **unit tests** for controllers, models and frontend components. Maintained **>90%** code coverage.

RELEVANT PROJECTS

Showdown - Mobile [*Unity, Netcode for GameObjects, Relay, Lobby*] Nov 2024

- Designed a two-player, rock-paper-scissors-like online game with Unity. Prioritized appealing **UI feedback**, **server-sided** state-keeping and client-side **animations** driven by the DOTWEEN asset. Drew **20** sprites in Krita.
- Implemented **shake detection** and **4 gesture swipes** as proof of mobile integration to enhance gameplay.
- Used the **Google Play Games** plugin for Unity, creating **9** unlockable achievements. In **Closed Testing** on Google Play Console.

Poker Hands Game - WebGL [*Unity, Netcode for GameObjects, Relay, Lobby*] May 2024

- Published multiplayer card game through Unity WebGL, with players taking turns declaring plausible poker hands from everyone's hands. Managed **server-sided** game state, **network communication** using **RPCs** and **card hierarchy** logic driven by **OOP**.
- Utilized **Netcode** for GameObjects, Relay, Unity Transport and Lobby to connect players to **public** or **private** games.
- Integrated singleton, factory methods, observer-subject. C# delegates invoked over **15** different game events.
- Animated rotating, translating and scaling **UI** in coroutines using **3** interface implementations, along with tooltips and highlighting.
- Added **13** custom UI prefabs and **2** GameObject prefabs, based off and with the help of card prefabs from the asset store

Image Classification Web App [*Django, React*] Aug 2023

- 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. Production deployment used AWS EC2, RDS, S3 and Route 53.

Personal Website and Portfolio [*React, Next.js*] Sep 2022

- Used Next.js for a personal website hosted by Vercel, earning a Real Experience Score of **100** and Best Practices score of **95**.

EDUCATION

University of Waterloo Sep 2020 – Apr 2025 3.96 GPA

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

Relevant courses: OOD, Data Structures, Algorithms, UI, OS, Software Design & Architecture, Software Testing/QA

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 that lead to creating a general image classification tool
- Worked with deep learning, feature extraction and classification using **TensorFlow** and **Hugging Face** vision models

LANGAUGES

Programming: Python, Java, C++, C#, TypeScript

Interpersonal: English, DELF B2 French, N1 Level Japanese