

SHENG HAO

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PROFESSIONAL EXPERIENCE

Cynorix ([CynShare](#), [CynShare-V2](#), [Google Drive Share](#), [OneDrive Share](#), [Cyauth](#), [Cyauth iOS](#)).

Waterloo, ON

Full-stack developer [NodeJS, React, Swift, Express, Firebase, MongoDB, Stripe, File Encryption]

Oct 2022 – now

- As a key contributor of the technical team, played a pivotal role in the development of an enterprise-level secure file sharing platform that included robust security features, user authentication, management systems, and integrated payment functionality
- In collaboration with a cross-functional team, played a significant role in designing the software architecture that provides robust 2FA authentication services, enhancing overall system security
- Designed and developed a secure iOS application providing 2FA services using Swift. Focused on user-friendly design, secure login functionalities, and compliance with iOS data privacy regulations
- Took charge of the core encryption algorithm, established a reliable CI/CD pipeline to improve the efficiency of the development and deployment process
- Achieved seamless user experience through integration of Cynorix's Secure File Sharing with Google workspace and Microsoft Office 365, thus providing secure collaboration and data management accessibility
- Led a team of co-op students using Agile methodologies to create road maps and sprint plans. Let the team to achieve project milestones and deliver a quality product on time

University of Utah

Salt Lake City, UT

CS Tutor [Java, Python, Algorithms, SQL, Game Development, etc.]

Jan 2020 – May 2021

- Facilitated students' learning by explaining complex concepts and providing hands-on guidance with coding exercises. Supported my peers in achieving academic success and gaining confidence in their abilities within the CS program

EDUCATION

• **University of Waterloo**

Sept 2021 – Dec 2022

• **MEng** Electrical & Computer Engineering (**Specialization** in Software Engineering)

• Cumulative GPA: 89 / 100

• **University of Utah**

Jun 2017 – May 2021

• **B.S.** in Computer Science (**Emphasis** in Entertainments Arts & Engineering) | **Minor** in Mathematics

• Cumulative GPA: 3.77 / 4

TECHNICAL SKILLS

Programming: JavaScript, Java, Python, Swift, C#, C++, C

Web Technologies: RESTful APIs, HTML, CSS, NodeJS, Spring Boot, React, NextJS, Express

Databases: MongoDB, SQL, MySQL, Firebase Realtime DB

Game Development Tools: Unreal Engine, Unity, Game Maker Studio, Maya

Others: Git, CI/CD, Firebase, Linux, Docker, AWS, Postman, Stripe, Twilio

SELECTED PROJECTS

Rate My Property [NodeJS, Express, MongoDB]

(Git repo: <https://github.com/hoooowsh/RateMyPropertyWebDev>)

- Worked as a back-end developer to build a platform that lets users review properties anonymously
- Designed and developed the REST APIs, connected with MongoDB, and wrote unit tests for each endpoint
- Practiced various Agile ceremonies using JIRA. Helped organize and plan sprint demos and retrospective

BroadCast-Fuzzer [Python]

(Git repo: <https://github.com/hoooowsh/broadcast-fuzzer>)

- Designed and created a black box testing tool for Android applications by fuzzing Broadcast Receiver components
- Implemented a random data generator to create jpg, mp4, and txt data
- Detected a crash on the Telegram android app along with abnormal behavior on other fuzzed apps

Multiplayer dungeon crawler game [Unreal Engine, Blueprint, C++]

(Download: https://store.steampowered.com/app/1576880/Synthbiotic_Dungeon/)

- Designed and implemented dungeon shop, mini-map, character skills, etc.
- Collaborated with artists and other programmers to integrate the game and publish it on the steam store.