Sheng Hao

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EXPERIENCE

Full Stack Developer　　　　　　　　　　　　　　　　　　　　　　　Oct 2022 – Present
Cynorix Inc.　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Waterloo, ON*

- In a technical role, spearheaded the development of an enterprise-grade, secure file-sharing platform. Utilized **React** for front-end, **NodeJS** and **Express** for back-end, and **MongoDB/Firestore** for data storage. Implemented advanced **encryption** algorithms, **Firebase Auth** for user authentication, and **Stripe** for payment integration
- Designed and developed an iOS 2FA application using **Swift**, emphasizing user experience and data privacy through advanced encryption techniques
- Collaborated with a cross-functional team to co-design a robust **SAML-based** 2FA software architecture
- Established and optimized a **CI/CD** pipeline using industry benchmarks, ensuring a seamless transition to production for a React-based front-end and a NodeJS-based back-end
- Directed a co-op team using **Agile** methodologies, crafting roadmaps and sprint plans with a focus on timely delivery of a quality product milestone

CS Tutor　　　　　　　　　　　　　　　　　　　　　　　　　　Jan 2020 – May 2021
University of Utah　　　　　　　　　　　　　　　　　　　　　　*Salt Lake City, UT*

- 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(**Java**, **Python**, **Algorithms**, **SQL**, **Game Development**)

TECHNICAL SKILLS

Languages: JavaScript, Java, Swift, Python, C#, C++
Web Development: React, Next, Angular, Node, Express, Spring Boot, TypeScript, HTML/CSS
Database: Firebase Realtime DB, Firestore, MongoDB, SQL, MySQL
Technology: Git, CI/CD, GCP, Azure, Firebase, Docker, AWS

SELECTED PROJECTS

Rate My Property | *NodeJS, Express, MongoDB, AWS, Docker, Mocha, Jest*　　Jan, 2022 – May, 2022

- As a back-end developer, developed an anonymous property review platform using **NodeJS** and **Express**
- Designed and developed the **REST APIs**, connected with **MongoDB**, and wrote unit tests in **Jest** and **Mocha** for each endpoint
- Practiced various **Agile** ceremonies using JIRA. Helped organize and plan sprint demos and retrospective

BroadCast-Fuzzer | *Python, Fuzzing*　　　　　　　　　　　　　　May, 2022 – Sep, 2022

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

Multiplayer Dungeon Crawler Game | *Unreal Engine, Blueprint, C++*　　Sep, 2020 – May, 2021

- Using **Blueprint** and **C++** in **Unreal Engine**, 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

EDUCATION

University of Waterloo　　　　　　　　　　　　　　　　　　　　　Waterloo, ON
M.Eng. in Electrical & Computer Engineering with Specialization in Software　*Sep. 2021 – Dec. 2022*

University of Utah　　　　　　　　　　　　　　　　　　　　　　Salt Lake City, UT
B.S. in Computer Science in Game Emphasis with Math Minor　　　　*May. 2017 – May. 2021*