

# Justin Hua

COMPUTER ENGINEERING STUDENT

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## Education

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### University of British Columbia

Sep, 2018 - May, 2023

BACHELOR OF APPLIED SCIENCE - COMPUTER ENGINEERING (GPA: 3.72/4)

Vancouver, BC

- **Awards** – Dean's List
- **Relevant Coursework:** Principles of Software Construction, Basics of Computer Systems, Algorithms and Data Structures

## Experience

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### Clio

Jan, 2021 - Aug, 2021

SOFTWARE DEVELOPER, CO-OP

Vancouver, BC

- Developed billing management infrastructure using **Ruby on Rails** and the **Stripe API** to calculate and file sales tax, enabling compliance with the appropriate tax authorities
- Redesigned a bulk sync algorithm for Salesforce data to resolve upstream concurrency errors from parallel data processing, reducing daily sync failures by over 90%
- Implemented a standardized invoice preview component using **React** and **Redux**, reducing developer time spent updating invoice views by over 70%
- Handled deployments, rollbacks, and monitoring of app health to ensure reliability using **Datadog** and **Bugsnag**

### Fatigue Science

May, 2020 - Dec, 2020

QA ENGINEER CO-OP

Vancouver, BC

- Lead development of an automated test suite in **TypeScript** using the **Protractor** framework for a mobile sleep analytics application
- Streamlined manual QA processes by adding time-editing functionality in **Python** scripts used for mass sleep data manipulation
- Created and executed manual and automated end-to-end test cases to verify functionality of product features and REST APIs
- Collaborated with developers and product managers in an agile environment to ensure timely feature releases

## Projects

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### Jygsaw (Dubhacks 2020)

- Created an online marketplace using **Node.js** and **JavaScript** allowing customers to interact with retailers via video call, facilitating better communication between retailers and consumers
- Implemented back-end API endpoints using **Express.js** to store and retrieve data from a **MongoDB** database

### Leaguer Discord Bot

- Developed a **Node.js** Discord chat bot in **JavaScript** to relay player information from the game League of Legends
- Designed back-end infrastructure to handle user commands and interact with external REST APIs, gathering player information and storing it into a **MongoDB** database using **Mongoose**

### Wikipedia Mediator Service

- Built a server application and handler in **Java** using the Jwiki library able to log Wikipedia page requests and concurrently process multiple clients over a network socket
- Created a dedicated cache accessed by the server to store page objects while systematically discarding stale items, reducing excessive network requests and increasing lookup speed

## Skills

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**Languages** Ruby, JavaScript, TypeScript, Java, C/C++, SQL, HTML, CSS, Python

**Software** GitHub, Postman, Datadog, Bugsnag, Jira

**Technologies** Ruby on Rails, React, Redux, Node.js, Git, MySQL, Express.js, MongoDB, Docker, Protractor