

Ian Hu

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Skills

LANGUAGES

Ruby
JavaScript
Go
GraphQL
VBScript
C++
SQL
Java
CoffeeScript

FRAMEWORKS & LIBRARIES

Rails
React
Redux
Apollo
Node
Sass
ASP
Jekyll

DATABASES

PostgreSQL
Redis
SQL Server

TOOLS

Interana
Datadog
IIS
Mode Analytics
Git

Education

University of Waterloo
Software Engineering
90.7% · 3.9 CGPA
Dean's Honours List

Work Experience

Remind

Software Engineering Intern

Jan 2017 - Apr 2017
San Francisco, California

Ruby (Rails), React (Redux/Apollo), Node

- Integrated Appboy with the core Ruby on Rails backend, including the importing of over 25 million users. This allowed real-time user updates and event tracking for sending emails and push notifications
- Designed and implemented a critical monitoring service in Ruby for Interana that sent metrics to Datadog for anomaly detection of complex funnel metrics
- Implemented backend features for student SMS signup flow in paid districts, which accounted for over 50% of the new users
- Developed client features in React and Apollo to display and modify family member information
- Assisted in the migration from REST API to GraphQL, including writing resolvers for the Apollo GraphQL server as well as maintaining Apollo client libraries for the React frontend

Ivy Global

Software Engineer

Feb 2016 - Dec 2016
Toronto, Canada

ASP, Node, VBScript, SQL Server, JQuery, CSS, Bootstrap, IIS

- Created an automatic essay feedback tool using Machine Learning, Natural Language Processing, readability index studies, and the GloVe Word Vector project
- Implemented a personalized study plan feature for students by analyzing over 7 million question responses
- Designed, implemented, and maintained an online test-taking web application with an extensive permission system
- Prototyped and developed a central login system utilizing OAuth 2.0 which is used across all Ivy Global services

Projects

Scala Compiler

Sep 2016 - Dec 2016

A tool written in Scala, which compiled a subset of Scala into MIPS

- Implemented garbage collection, type checking, parsing, and closures

GoGoGo

Jul 2016 - Current

An Online implementation of the board game Go, written in Go and React

- Implemented move validation algorithms
- Created unit tests using Go's Testing package

Oniregnod Adventure

Nov 2014 - Jan 2015

A 2D turn-based strategy game developed using Java and LWJGL

- Implemented an AI system using concepts from game theories, such as Minimax
- Designed UML diagram using object-oriented design principles

Awards

Canadian Computing Olympiad · **Bronze Medalist**

May 2015

Competed in prestigious algorithm competition for the Top 20 high school students in Canada

Canadian Computing Competition (Senior) · **Top 20**

Feb 2015

Across all high school students in Canada

Canadian Computing Competition (Junior) · **First Place (Perfect Score)** Feb 2014

Across all high school students in Canada