

# 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

DynamoDB

SQL Server

### TOOLS

Interana

Docker

IIS

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), Go, Node, PostgreSQL, Redis, DynamoDB*

- Integrated Appboy with the core Ruby on Rails backend, which 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
- Designed and assisted in creating a highly scalable service for all user deletion tasks using Go and DynamoDB
- Implemented backend features for student SMS signup flow in paid districts, which accounted for over 50% of the new users
- Created fully tested React components using Redux and Apollo to display and modify family member information
- Assisted in the migration from REST API to GraphQL, such as writing resolvers for the Apollo GraphQL server as well as maintaining the Apollo web client libraries

### 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

### 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

### 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

### 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