

Ian Hu

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Skills

LANGUAGES

C++

SQL

VBScript

CSS

Scala

JavaScript

Go

Java

FRAMEWORKS & LIBRARIES

ASP

jQuery

Node.js

Sass

Bootstrap

Jekyll

DATABASES

SQL Server

PostgreSQL

TOOLS

IIS

Git

Heroku

UML

Sublime Text

IntelliJ IDEA

Education

University of Waterloo
Software Engineering
92.3% · 3.92 CGPA
Dean's Honor List

Work Experience

Ivy Global · Software Engineer

Toronto, Canada · Feb 2016 - Present

ASP, Node.js, VBScript, SQL Server, PostgreSQL, 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
- Managed and trained a team of engineers with the development and maintenance of existing projects
- Carried out presentations on designs and projects to management and investors

Projects

GoGoGo

Jul 2016 - Present

- Online implementation of the board game Go, written in **Go** and **React.js**
- Implemented move validation algorithms
- Created unit tests for the backend using Go's Testing package

WatProduct

Jan 2016 - Present

IBM Watson Challenge

- Web Application built with **Node.js**, and **Bootstrap** uses the Watson news and language analytics API to calculate popularity and reception of products

Oniregnod Adventure

Nov 2014 - Jan 2015

- 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

Tetromino Simulator

Oct 2015 - Dec 2015

- Tetris game developed using **Java** and **Arduino**
- Developed communication protocol between the computer and the microcontroller
- Modularized Tetris graphics and game logics using classes and abstractions

Mayo

Oct 2015 - Dec 2015

Enghack

- Gesture-controlled painting software developed in **Java** using the **Myo** armband
- Utilized the AWT library to implement various functions such as drawing, erasing, and adjusting colour and thickness

Awards

Bronze Medalist · Canadian Computing Olympiad

May 2015

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

Top 20 · Canadian Computing Competition (Senior)

Feb 2015

Across all high school students in Canada

First Place (Perfect Score) · Canadian Computing Competition (Junior)

Feb 2014

Across all high school students in Canada