IanHu

University of Waterloo, 1B Software Engineering

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Skills

Languages:

- Experienced in Java, C++
- Familiar with C, Arduino, HTML

Technologies:

- Git, Eclipse, Bootstrap, UML

Awards & Achievements

Cumulative Average | 95.3% — Sep 2015 – Dec 2015

Canadian Computing Olympiad | Bronze Medalist — May 2015

Canadian Computing Competition – Senior | Top 20 across over 3000 contestants — Feb 2015

Canadian Computing Competition – Junior | First across over 3000 contestants — Feb 2014

Projects

IBM Watson Developer Challenge — Jan 2016 – Present

- A website built with Node.js and Bootstrap, which uses the Watson news and document analytics API to generate a score based on popularity and reception of products

Personal Website — Dec 2015 – Present

- A website constructed based on a Bootstrap template with additional feature including an embedded YouTube video player

Tetromino Simulator — Oct 2015 – Dec 2015

- Tetris game developed using Processing, a variation of Java, controlled using the Launchpad microcontroller
- Developed serial communication between the computer and the microcontroller
- Implemented Tetris graphics and game logics in modular and maintainable ways

Mayo — Oct 2015 – Dec 2015

- Gesture-controlled painting software developed in Java using the Myo armband and its library
- Utilized the AWT library for functions such as drawing, erasing, changing color and thickness, and saving to a file

Dongerino Adventure — Nov 2014 – Jan 2015

- 2D turn-based strategy game developed using Java and Lightweight Java Game Library
- Implemented a game AI logic using breath-first search and Dijkstra's shortest path algorithm
- Designed UML diagram using object-oriented design principles
- Developed the core engine of the game, which was responsible for unit interactions

Experience

Vice President, Computer Science Club — Sep 2014 – Jun 2015

- Tutored other students in Java and C++ about software design principles, and algorithms
- Exhibited planning and communication skills through organizing weekly meetings, contests, and demos