Yu Chen Hou

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Work Experience



Jan - May 2016 New York City

Software Developer

- Implemented several premium features (Confide Plus), in app purchase, and new onboarding flow.
 Was responsible for the Android client
- Rewrote Android client to comply with Android 6.0 permission model and migrated to RxAndroid
- Wrote new features on the backend (Go) and desktop client (Electron/React)



Android Developer

- Implemented new features including floating chat, user referral system, and a new phone dialer
- Redesigned app UI/UX for TextNow Wireless
- Handled every step in the application development lifecycle, including deployment and coordinating with the design team and QA

Projects

Android App Development

- Published 15 Android apps and games on the Play Store, with over 3 million users across all apps
- 4 years of experience with Android development; 6 open sourced apps and libraries on <u>GitHub</u>

Selected apps:

Rewind: A recording app that passively listens in the background, saving the last moments into an audio buffer for later retrieval with over 15 000 users worldwide

SleepyTime: A sleep planning and scheduling application for Android, used by over 600 000 users worldwide

Notable: A lightweight reminder app that makes use of the Android notification area, used by over 300 000 users worldwide

Web Development

TechTanks: A programming game designed to teach Ruby to high school students in a fun environment. Written in Ruby on Rails, Redis Paper.js

I33tHacker: A hacking simulator game written in Vue.JS as part of Global Game Jam

Skills

Mobile Development

Android, Web hybrid, Ionic **Web Development**

Javascript ES6, Sass, Angular, jQuery, React, Vue **Backend Development**

Ruby on Rails, Node.js, Go, SQL, MongoDB

Design

InDesign, Photoshop

Multilingual

Java, Python, Ruby, C++, C, Javascript, Kotlin

Education

Software Engineering

Bachelor of Software Engineering (Hons), 2B, 2019 University of Waterloo

Initiatives

Tech Retreat

- Co-founded and organized Canada's first high school hackathon and learnathon.
- Handled various part of logistics for an event for 200 students
- Led the effort to design and develop TechTanks, an online game to teach inexperienced students Ruby

TerribleHack

 Co-founded TerribleHack, a triannual comedy hackathon centered around making useless hacks.