Jasmine Sun

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EDUCATION

University of Waterloo • Systems Design Engineering (BASc)

2020 - 2025

Culminative GPA: 90% (3.93/4.0)

Relevant courses: Data Structures and Algorithms (C++), Digital Computation (C++)

SKILLS

Languages: Javascript/Typescript, Java, Python, C++, HTML, Kotlin, SQL, CSS/SCSS, XML

Framework/Libraries: React, Angular, JUnit, Bootstrap, Espresso, Appium

Tools: Git, SVN, Jira, Jenkins, Google Cloud Platform, MySQL, Android SDK, Adobe Photoshop

EXPERIENCE

Rich Media • Web and Mobile Developer

September 2021 – December 2021

- Debugged 100+ critical bugs using Javascript and Angular that affected 10,000+ users.
- Headed development of features in **Javascript/Typescript** and **Angular** to automate financial calculations and make them responsive and accessible.
- Refactored component libraries in **Javascript** to improve screen reading capabilities across all Rich Media applications; increased productivity by **15%.**
- Integrated JUnit testing and input validation checks to improve test coverage by more than 30%.

Ritual • Test Automation Engineer

January 2021 – April 2021

- Implemented 50% of Android automated test cases in Kotlin, Appium, and Espresso for the build sanity suite.
- Created TestRail test plans and reviewed them with key stakeholders; enhanced test coverage that caught **150**+ bugs and ensured proper test coverage.
- Led QA efforts for user-facing projects, and tested server endpoints using **BigQuery** and **MySQL**; impacted over **1 million** users.

PROJECTS

Themeify

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- Built a web application allowing users to search from the **70 million** songs from the Spotify API and play them with lyrics on-screen.
- Utilized React hooks for state management of search results and songs, and Bootstrap to customize the UI.
- Created HTTP requests for token-based authentication, and displayed relevant **JSON** data using **Axios**.

Pokédex

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- Developed a web application using the **REST** PokéAPI to streamline aggregating Pokémon information, allowing users to search for and interact with their Pokémon game data.
- Implemented front-end using **React** for state management of Pokémon data and pagination.
- Leveraged PokéAPI using **Axios** to gather Pokémon data and manage async web queries.

Egacelent

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- Engineered a customizable egg timer website using **React**, and a matching Android app using **Kotlin**.