Thomas Kou

Computer Science Student at University of Waterloo

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SKILLS

Languages Tools Python, C++, JavaScript, Java, Kotlin, C, TypeScript, HTML, CSS, SQL, Scala Node.js, React, Express.js, Spring Boot, Redux, Sass, React Native, Git, AWS

EXPERIENCE

FISPAN Software Developer Co-op • Remote (Vancouver, Canada)

Sept. 2020 - Dec. 2020

- Worked in team that integrates third-party enterprise resource planning systems into all-in-one bespoke fintech software for
 use by banks and businesses.
- Created integration for Intuit Quickbooks bookkeeping software using Kotlin and Spring Boot in a pilot to expand services to 100+ small businesses.
- Implemented syncing system that updates database with Quickbooks vendors, transactions, and authentication data.
- Built internal dashboard using React and Redux that monitors client connectivity with new Kotlin accounting core, while keeping backwards compatibility with legacy Java microservices.

Wish Software Engineer Intern, Payments • San Francisco, USA

Jan. 2020 - Apr. 2020

- Spearheaded development of Python backend APIs that use PayPal and Braintree to collect outstanding cash payments from partnered Wish Blue satellite stores.
- Expanded pay-in-installments feature on iOS/Android to the UK, leading to a projected \$6.3 million increase in annual GMV.
- Implemented dynamic shipping address serialization for worldwide address verification, reducing cancellations by 16.7%.
- Built a daily pipeline that recovers gift card failures by tracing MongoDB documents to determine where card claims failed.

Prizm Media Inc. Junior Web Developer • Vancouver, Canada

Apr. 2019 - Aug. 2019

- Worked on a web/mobile prescription ordering service using a Node.js/Express backend and React/Redux frontends.
- Set up an automated testing infrastructure for user flows using LambdaTest and CircleCI, saving 15+ man hours per week.

PROJECTS

Memo Social Flashcard Web-App

Jun. 2020 - Aug. 2020

- Built the full-screen card view in an online flashcard-based studying application using JavaScript and React.
- Implemented liking/commenting on cards using **Node** endpoints and **MySQL** relations, adding a social layer to the application.

React-Snake

Aug. 2019

- Created a web-based Snake game in TypeScript, React, and Redux, with high scores submitted to a Firebase server.
- Deployed the Node.js-based app to an AWS Amplify server.

LED Matrix Audio Visualizer

Nov. 2018

- Developed a Python program to visualize microphone or music data live on an LED matrix using a Raspberry Pi.
- Used Fourier analysis to serialize audio information in realtime, and an MQTT protocol to send data to the Raspberry Pi.

EDUCATION

University of Waterloo • Candidate for Bachelor of Computer Science

2018 – 2023 (expected)

• Math & Engineering Dean's Honours Lists - GPA 3.97/4 (91.6%)