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Jia Hou

Software Engineer

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EXPERIENCE

Lightpath

Full Stack Developer Intern

Remote/Bethpage, NY

July 2022 — Current

- Develop a customer portal for 6000+ users to create support tickets, view and pay invoices, and examine electronic billing formats using React.js, Java Spring Boot, and PostgreSQL
- Collaborate with business analysts, project stakeholders, and project managers to identify products and technical requirements to update legacy Liferay JSP to a modern tech stack in an Agile work environment
- Leverage React's components and hooks to manage application state and queries to create an efficient, performant and scalable front end application that will improve user experience and performance by 16%

University at Buffalo Nanosatellite Laboratory

Software Engineer

Buffalo, NY

Jan 2022 — July 2022

- Researched methods and APIs to incorporate software for a camera in the Glint Analyzing Data Observation Satellite (GLADOS) using core Flight System Platform (cFS) to gather light data on space debris for NASA
- Updated data for Space Situational Awareness (SSA) through the use of the glint data to help protect important space assets
- Frequented short cycle labs (SCL) and meetings to learn PCB design, software development, and hardware assembly to update documentation to expedite on-boarding process times for new group members by 33%

EDUCATION

University at Buffalo, The State University of New York
Bachelor of Arts in Computer Science, Minor in Psychology

Buffalo, NY

May 2022

TECHNICAL SKILLS

Software

Git, Emacs, Xcode, UNIX/Linux, Figma, Vim, Eclipse

Programming Languages

Python, JavaScript, C, C++, Java

Frameworks

React.js, Node.js, Django, MySQL, Flask, Spring, PostgreSQL

Coursework

Data Structures, Web Applications, Computer Systems Administration, Software Quality in Practice, Applied Human Computer Interaction, Software Engineering

PROJECTS

Study Seeker (React.js, Swagger API, CSS)

Jan 2022 — May 2022

- Programmed a web application to help students connect and create study sessions through the use of a social media platform to help students build communities, increase productivity and nurture growth and success using React.js and Swagger API
- Produced and presented work that was assigned by a scrum master to ensure quality software using mobile-first development to fulfill weekly task deadlines using user stories and acceptance tests
- Incorporated ZenHub to create and assign tasks while ensuring the tasks belong in the proper workspace pipelines and Figma to create wireframe and UI/UX design

Mosaic Maker (React.js, Flask, MySQL, CSS)

Jan 2022 — May 2022

- Deployed a full-stack web application on an Apache server to create picture mosaic art using images uploaded by the user, keywords entered by user or by random in a collaborative setting using GitHub for version control
- Led group in completion of weekly tasks through the use of a kanban board and bi-weekly sprint demos which led to a 2nd place finish in UB CSE Demo Day among 60+ other graduate and undergraduate groups
- Structured and linked front and back end development by creating a Flask RESTful API to obtain information from React.js to be stored in MySQL databases, tables, and schemas

Bullboard (Python, JavaScript, MongoDB, HTML, CSS)

Sep 2021 — Dec 2021

- Built a web application to help students in the university find friends and roommates by creating a live map web socket map
- Achieved implementation of a live map interaction using web sockets for concurrent users and led debugging efforts which resulted in a 20% improvement in run-time performance

Buffalo Parking Data (Python, JavaScript, HTML, Bottle, Plotly)

Feb 2020 — Apr 2020

- Created a site that maps tows and data onto a scatter plot, pie chart, and line graph by parsing city parking data using csv files
- Charted data sets on graphs and plots to show "Tows by Day of the Month", "Tows by City Districts", and "# of Tows by Month and Description" using the most relevant and important data points