

# Jesse Ren

## Engineering Student

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## Employment

### Meta

#### Frontend Engineer Intern

May 2022 to Aug. 2022

- Created an intuitive no-code tool using **React** and **GraphQL** that enables non-engineers to easily create consent prompts
- Made improvements and fixed bugs for **React** components used to create user consent flows
- Collaborated with senior engineers to determine features to prioritize in order to create the best product within a limited timeframe

### Tulip.io

#### Software Engineer Intern

Sept. 2021 to Dec. 2021

- Optimized warehouse algorithms and polished the UI/UX for a multi-million dollar e-commerce company using **PHP** and **JavaScript**
- Created **JavaScript** events to gather sales data and updated google product feeds using **Python**

### Polar

#### Software Engineer Intern

Jan. 2021 to Apr. 2021

- Improved the user experience of an ad management platform by creating and modifying new **React** components
- Optimized relational database queries in **Django**, improving page performance by 10 seconds

### TritonWear

#### Software Engineer Intern

May 2020 to Aug. 2020

- Built an analytics environment that provides crucial user and app insights while supporting smooth future integrations

### Economical Insurance

#### Access Analyst Intern

Sept. 2019 to Dec. 2019

- Developed **SQL** scripts to retrieve, update, and delete 10,000+ rows of broker data

### University of Toronto Scarborough

#### Engineering Intern

Jan. 2019 to Apr. 2019

- Built a comprehensive data visualization tool in **Python** to display HVAC data in Time Series

## Projects

### Valineups

Apr. 2021 to Current

- Designed a web app to assist Valorant players with their gameplay
- Setup a **Django** REST API to return ability lineup videos
- Created a responsive UI using **React** that allows users to filter for specific lineups

### 2-D Shooter

Jan. 2020 to Feb. 2020

- Developed a game including features such as projectile motion, hit detection, and enemy movement patterns using **Java**
- Implemented several visual, audio, and user interactive features

## Skills

**Programming:** Python, Java, SQL, JavaScript, CSS, HTML, TypeScript, PHP, VBA, MatLAB

**Tools/Frameworks:** Django, React, Redux, Node.js, jQuery, Flowjs, GraphQL, Postgres, MySQL, Selenium, Git, Mercurial, Jira, VS Code, SequelPro, Firebase, PhpStorm

## Education

### UNIVERSITY OF WATERLOO

Candidate for B.ASc Environmental Engineering  
Sept. 2018 to Apr. 2023