

JINHAO XIE

STUDENT/DEVELOPER

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17 year old motivated, diligent, and team-oriented software developer with a passion in technology and programming and its potential to solve the world's greatest challenges

▸ Skills

Python - expert

Java - intermediate

JavaScript - intermediate

React - intermediate

NodeJS - intermediate

Flask - beginner

HTML/CSS - intermediate

▸ Hackathons

Citizen Hacks

Starter Hacks

NSBE Hacks

Hack the Valley 4

▸ Education

A.Y. Jackson Secondary School

Sept. 2017 to June 2021

- Coding club member
- Engineers Without Borders member
- DECA club member
- Math club member
- Fitness club member

▸ Activities

Junior Achievement · Full stack developer

Oct. 2019 to Current

- Attend weekly meetings to discuss progress made by various departments
- Participate in the design and development process of the web app
- Hosting a League of Legends tournament (planned to have 80 attendees)

Canada Learning Code · Technical mentor

Feb. 2019 to Current

- Volunteering at workshops hosted for kids, teens, and women throughout Canada
- Helping teach technical skills to participants in small groups (both syntax and logic)
- Learning how to teach programming concepts to other people

▸ Projects

Stackd

Oct. 2019 to Current

A looking-for-group web app platform with a focus on creating an inclusive and non-toxic gaming environment for underrepresented groups of individuals such as females. The project utilized a mix of React JS, HTML, CSS, Fast API, AWS, Riot API, and Flask, and development of the backend is still on-going. As a part of the web app, discord is a huge aspect of the work being done. A discord bot was also programmed that does announcements, takes suggestions, interacts with users, assigns roles, and moderates the server.

YouTube Audio/Video Download

July 2019 to July 2019

An application that takes in user input in the form of YouTube links to videos or audio they would like to download. It does the downloading in real-time in front of the user, then saves the video or audio files in a file. A promising aspect of the program/script is that the user can see their video being processed and downloaded live, which is a huge plus. The project utilized mostly Selenium (web-based automation tool) and Python

Unbeatable tic-tac-toe

Feb. 2019 to Feb. 2019

The unbeatable tic-tac-toe program uses the Minimax game theory algorithm to create a bot that cannot be beat in tic-tac-toe. Every step made in a tic-tac-toe game allows for various possible moves that lead to other various possible moves, and using the Minimax algorithm can aid in maximizing success in a tic-tac-toe game.

Accenterate

Jan. 2020 to Jan. 2020

Utilizing Google Cloud's speech and text APIs to create a web app that helped users practice a North American accent. It took voice input from the user, utilized a holoalphabetic sentence as the prompt to be pronounced (to make sure all types of sounds and syllables would be included), then gave feedback after the Google Cloud APIs processed the speech file. Firebase was used to host the website.

Facial recognition

Dec. 2019 to Dec. 2019

Using OpenCV, a web cam camera could be used to identify facial features and faces. The program uses various methods of determining where the faces in the video/picture are and draw boxes around them. In addition, some basic machine learning was used in order to match the face the program detected to one of five model faces used as comparison.