Joaquin Qiu Fu

joaquin.qiufu@gmail.com ❖ (778) 316-7762 ❖ Vancouver, BC ❖ joaquinqiu-portfolio.vercel.app

EDUCATION

University of British Columbia   **May 2023**
Bachelor of Applied Science, Computer Engineering   *Vancouver, BC*
- Dean's List for 8 semesters.

WORK EXPERIENCE

Adara Systems   **May 2021 – Aug. 2022**
Software Developer Coop   *Burnaby, BC*
- Designed and developed a view in React for Adara's Electron-based Esuite application that allowed users to see a list of imported projects with some metadata, and provided functionality to merge and edit projects and their metadata.
- Designed and developed an expandible left panel component in React that displayed different data or functionality depending on the current view of the application.
- Designed and implemented a modal React component that displayed a list of archived projects and allowed users to restore those projects.
- Developed and implemented parsers for custom file formats in the Node.js backend of the application and produced consumable JSON objects from the parsed data.

PROJECTS

Shoe Store Website   **May 2024**
- Developed a React, TypeScript and Tailwind CSS landing page website for an online shoe store.

Digital Marketplace Application   **April 2024**
- Developed a Next.js, fullstack ecommerce application that sells digital assets.
- Handles user registration, authentication and provides an admin dashboard to upload assets through Payload CMS.
- Connects to the Stripe API to handle payments.

Monitoring Nature with LiDAR and Photogrammetry, UBC Capstone Project   **April 2023**
- Designed and developed an Electron-based application to process forest LiDAR point cloud data and photographs and produce 3D visualizations and forest metrics.
- Implemented a Flask Python server with a REST API that handled project creation and application state storage, and forest data processing into consumable JSON objects.

Shortest Path Visualizer   **Dec. 2022**
- Designed and developed a single page React application that animates how Dijkstra's algorithm finds the shortest path between two points.
- Implemented a grid of squares and created buttons that allowed users to select a starting square, a target square and draw walls that serve as obstacles on the grid.

SKILLS

- **Languages:** JavaScript, TypeScript, CSS, Tailwind CSS, HTML, C++, Java
- **Technologies:** Next.js, React, Node.js, Git, Electron, Redux, SQL