Louis J. Kano

Toronto, ON | Junior Software Engineer

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EDUCATION

UNIVERSITY OF ALBERTA

Edmonton, AB

Bachelor of Science in Computer Engineering, Software Option

Sep 2018 – Jun 2023

Honor: Graduated with Distinction

Awards: International Continuing Award (2021), International Student Scholarship (2019, 2018)

Relevant Coursework: Software Engineering, Intelligent Systems, Software System Design, Software Testing & Maintenance, Parallel & Distributed Programming, Computer Organization & Architecture, Algorithms

TECHNICAL EXPERIENCE

NFT MINTING & CONTRACT MANAGEMENT SYSTEM

Jan 2023 – Apr 2023

ECE~493~Software~System~Design~Project~|~React/TS, Hyperledger~Fabric, MongoDB, Docker, IBM~Blockchain~Project~|~React/TS, Hyperledger~Fabric, MongoDB, Docker, IBM~Blockchain~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project~|~Project

- Designed, implemented, and tested a Hyperledger Fabric private permissioned blockchain application that catered to the sponsor's business requirements for contract management and NFT minting.
- Developed and deployed the smart contracts on the blockchain network with the IBM blockchain platform and a responsive React web application in TypeScript.
- Implemented REST API microservices to bridge the web application and the blockchain backbone and provide a seamless experience.
- Utilized Trello and JIRA for dependency analysis, sprint planning, and issue tracking, ensuring streamlined project management and efficient collaboration in a group of three.

GOALOG - ANDROID SOCIAL MEDIA APPLICATION

Sep 2021 - Dec 2021

CMPUT 301 Introduction to Software Engineering | Java, Android Studio, Firebase

- Collaborated with a team of five students to conceptualize, prototype, and formally release an Android social media application in Java, supported by a Firebase backend infrastructure.
- Directed UI/UX design, implementation, and code refactoring, for core functionalities, including authentications, follower systems, and database interfacing.
- Adhered to agile software development methodologies and engineering best practices throughout the development process, ensuring a systematic and disciplined approach to project execution.

ACTIVITIES

ALBERTA ESPORTS ASSOCIATION

Edmonton, AB

EXPO Event Volunteer & Tournament Candidate

Feb 2023

Supervised a designated section of the event venue and provided guidance to attendees, facilitating their
engagement with competitive gaming and esports experiences.

UNIVERSITY OF ALBERTA

Edmonton, AB

Volunteer

Jan 2020

Engaged and provided services in events hosted by Engineering Students' Society and First Peoples' House,
 with a dedicated commitment to enhancing the community well-being and awareness of indigenous culture.

SKILLS

Programming Languages: Java, TypeScript, JavaScript, Go, Rust, C/C++, Python, SQL, HTML, CSS Frameworks & Libraries: React, Node, .NET, WebAssembly, JQuery, Tailwind, Bootstrap Software Engineering: Requirements Elicitation Techniques, Software Requirements Translation, Prototyping, Agile Project Management, Solution Architecture, Unit Testing & Automation, Quality Maintenance Technologies: Generative AI, Web Development, API Development, Microservices, Design Patterns, Cloud Design Principles, Cloud Platforms (Heroku, AWS, Azure, Google Cloud), UI/UX Design Tools: Git, Databases (MySQL, MongoDB), Docker, Kubernetes, Android Studio, JetBrains, Figma