Justin Chhay

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EDUCATION

University of Waterloo — Sep 2021 – Apr 2026
BASc Candidate for Honours Computer Engineering Coop — Waterloo, ON
- Data Structures & Algorithms, Systems Programming and Concurrency, Embedded Microprocessor Systems

EXPERIENCE

Full Stack Developer Intern — May 2024 – Aug 2024
Elbe AI / Leo Berwick ULC — Toronto, ON
- Designed Virtual File System for deal dashboard, utilizing **TypeScript**, **Firestore** and developing REST APIs/custom React hooks to implement advanced file permission management features and tailored buyer/seller views for an M&A copilot application
- Built front-end enhancements and UI development through code reviews and design meetings using **ReactJS** and **TailwindCSS**, improving overall user experience
- Engineered deal report generation capabilities using jsPDF to showcase tables, response data, and deal information, reducing manual tasks and significantly enhancing workflow efficiency for clients

Software Developer Intern — Sep 2023 – Dec 2023
Cineplex Entertainment LP — Toronto, ON
- Spearheaded replacement of Cineplex's existing multi factor authentication solution due to cost and configurability issues by implementing **OAuth 2.0** protocols and user authentication through Keycloak in a ReactJS and TailwindCSS web application
- Resolved **C#** back-end and **SQL** database issues, enhancing system reliability and preventing data issues
- Deployed several CI/CD pipelines for B2B media applications, saving **6 hours** weekly for developer team

Full Stack Developer Intern — Jan 2023 – Apr 2023
Texada Software (formerly Uptake) — Mississauga, ON
- Built new UI features for flagship fleet dealer sales app serving **20,000+ users** using TypeScript and C#
- Leveraged **SQL Server** profiler & Chrome DevTools to pinpoint & resolve **ASP.NET** & **JavaScript** front-end UI bugs, improving company flagship quoter application performance by **15%**

Software Tester Intern — May 2022 – Aug 2022
Texada Software (formerly Uptake) — Mississauga, ON
- Built and debugged Java unit tests, preventing 20+ bugs from reaching production servers
- Automated QA process for deal forms using Selenium, reducing testing time by 30%

PROJECTS

⭘ **SpotifyGuessr** | *ReactJS, TailwindCSS*
- Implemented **ReactJS components and hooks** alongside **TailwindCSS** styling to develop a time-based music game based on user's Spotify data
- Integrated **Spotify API & Playback JavaScript** libraries to retrieve user playlists and playback audio in-game

⭘ **Coronavirus Statistics API Discord Bot** | *Python*
- Leveraged **Python Discord API wrapper** and Coronavirus statistics **API** to retrieve data and display real-time Covid-19 statistics for each country based on user inputs
- Constructed a ratio algorithm that retrieves the target country's population and active cases

⭘ **Block Dash** | *C#, Unity*
- Utilized **Unity** physics engine and **C#** game scripts to create multi-level 3D platformer with player collision

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C#, C, C++, Java, SQL, HTML, CSS
Frameworks: ReactJS, Node.js, AngularJS, NextJS, .NET, TailwindCSS
Developer Tools: Git, SQL Server, Linux, Jenkins, MongoDB, Firebase, Docker