Justin

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○ https://github.com/justin-ys/
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🌐 https://justin-ys.github.io

Skills

Languages/Markup: Python, C++, Java, HTML, CSS, JavaScript, Lua, Bash, OpenAPI
Frameworks: Django, Qt, PyQt5, Selenium, BeautifulSoup, Cheetah, PyTest, Flask, FastAPI
Tools/Workflow: Git, GitHub, g++, gdb, Google Firebase, Linux, Google Cloud (GCP), ffmpeg, Docker, Jira, Confluence

Experience

University Health Network (UHN) DATA Team, Software Developer
May – Sept. 2023
▮▮▮▮, ON

- Created full data ingest workflow/pipeline for [CanDIG federated cancer research database](#)
  - Created authenticated **Docker** microservice and REST API using Flask and OpenAPI for genomic and clinical data ingest, allowing for integration of front-end UI
  - Added a suite of **15+** missing unit/integration tests to existing data ingest functions using **PyTest**
- Removed ~200 lines of redundant code for API endpoints in Django by combining views into Mixins
- Developed **Github Action** to verify CanDIG stack deployment, as well as a **Bash** script to display relevant error logs and show build status after stack builds**,** accelerating new installations and pull requests

Vaccine Hunters Canada, Software Developer
Apr. 2021 - Mar. 2022
Remote

- One of the recipients of the **Metroland 2021 Urban Hero Award** and **UofT Pillars of the Pandemic Award** for work with Vaccine Hunters
- [VaxBot](#)
  - Provided a chatroom interface for locating COVID-19 vaccines, used by up to **400 clients daily,** by leveraging Discord and Vaccine Ontario APIs in **Python**
  - Worked with and repaired Vaccine Ontario's **Google Firebase** database for more reliable data
- **Find Your Immunization (FYI)**
  - Created **REST API** template with FastAPI in Python to allow for online access to COVID-19 vaccination appointment database later used by **over 1 million clients**
  - Managed initial development team of and held development meetings with 10-15 project members

Projects

Spylike: Roguelike **C++** video game in-development using a custom built engine for text-based games
- Created a full game engine framework, including events, tilemaps, cameras and sprites, with **1000+ lines** of OOP-designed code

[BetterDubs](#) *[HackHarvard 2022]*: Desktop platform to automatically generate movie dubs
- Designed & developed full **PyQt5** front-end UI for creating dubbed videos

ProgrammerHumor Hackathon: Co-hosted humorously themed "Overengineering" Hackathon
- Through outreach and promotion, obtained **$1000+** in JetBrains sponsorships and recruited **50+ competitors**

Education

University of Waterloo
Sept. 2022 – May 2027
Waterloo, ON

Candidate for Honours Bachelor of Computer Science/Digital Hardware Option (BCS)
- GPA: 3.6/4.0 (83%)
- Relevant Courses: Designing Functional Programs (90% Grade), Elementary Algorithm Design and Data Abstraction (**Advanced Level**) (**93% Grade**)