




KEVIN WU

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EDUCATION

University of Waterloo

September 2023 – Present

Bachelor of Computer Science - 90% / 3.95 GPA

Waterloo, ON

- Scholarships and Awards: National Mathematics Scholarship (\$15,000), President's Scholarship (\$2,500)
- Coursework: Algorithm Design, Compilers (Adv.), Functional Programming, Object Oriented Programming

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C#, C++, C, SQL, Java, HTML, CSS

Technologies/Libraries/Tools: Next.js, React, Git, Bash, MongoDB, Flask, Pandas, NumPy, SciPy, Selenium, OpenCV

EXPERIENCE

Software Developer Intern

May 2024 – September 2024

SaFuture Inc and Qwhery

Remote in Canada

- Developed and deployed **40+** new features across **25+** components and **14** pages to production using **React**, **C# (.NET)**, and **SQL (SSMS)**, reshaping an **equipment management app** for the mining industry
- Streamlined mining equipment management in a SQL database by designing and implementing user interfaces, endpoints, and procedures using **React**, **C#**, and **SQL**, following an **XP framework**
- Engineered robust pipelines for importing, exporting, and managing mining data via Excel, enabling offline equipment management. Built with **C#** and **VBA**, reduced manual input errors and **saved 3+ hours** of validation per sheet
- Automated PDF filling and generation on a **report-writing platform** for homeowners using **Selenium**, reducing manual efforts by **20** hours per week

Research and Product Development Intern

June 2022 – August 2022

McMaster University

Hamilton, ON

- Developed a **data-driven athletics product** for competitive swimmers to track metrics such as distance traveled underwater, strokes per length, breaths taken, working under Professor Zheng
- Designed wearable **hardware** using **MbientLab MetaSensors** to collect **10+** types of data relevant to swim quality
- Collected, analyzed, and processed sensor data (.csv) into **10,000+** data points per recorded swim using Python libraries **NumPy**, **SciPy**, **Matplotlib** to produce graphs and visualize underwater body movement
- Created algorithms to compute **7 unique** metrics for swimmers, enabling targeted improvements in swim performance.
- Used **Jupyter Notebook** and **Agile methodologies** to document progress and enhance collaboration and efficiency

PROJECTS

GitInsights | TypeScript (React & Express), PostgreSQL

Best Dev Tool 2nd Place @ Hack The 6ix

- Created a **developer tool** to improve developers' understanding of codebases, placing **2nd** out of **300+** participants
- Created an API using **auth0** and **PostgreSQL** to securely login and store user, repo, and summary information
- Utilized **OpenAI API** and **GitHub API** to tag commits and generate accurate summaries based on exact code changes
- Implemented an interactive visual timeline using **D3.js**, enabling users to track code activity across multiple branches

Memoir | JavaScript (React), Python (Flask), MongoDB

- Created a **social media platform** with account creation, user authentication, post creation, and data clustering.
- Employed **Cohere** for semantic analysis, then processed with a **BIRCH Clustering** algorithm to group posts by content.
- Implemented a connected node graph feature using **Scikit-learn** and **D3.js**, visualizing clustered data points.

Spotify Discover Whenever | JavaScript (React)

- Produced a **web app** to help users find new recommendations at a time based on Spotify listening history
- Utilized **REST API** principles and **Fetch** to generate recommendations & create playlists, using **Spotify's Web API**
- Applied **React**, **Tailwind**, and **Figma** design principles for sleek UI design and improved UX with Spotify-themed display

Solaris | Godot, GDScript

- Created a **2D platformer game** using **Godot**, with interactive elements, 10+ equipable items, and 50+ levels.
- Collaborated with a team of **4 developers, testers, and graphic artists** to enhance aesthetics and player experience.
- Built a variety of gameplay, ranging from game environment to boss levels, using a combination of **Godot Engine nodes** and scripts in **GDScript**