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| Laurel Hu  Barcroft Drive, Fredericton · cell: 506-440-2286  Laurel.hht@gmail.com · Linkedin: <https://www.linkedin.com/in/laurelhuitinghu/> |
| To work as a Software Engineer applying my knowledge in the field of designing, maintenance and testing to cater to the specific needs of the people. I wish to work in a fast-paced environment and a team of motivated individuals who wish to work towards the advancement of the company and its goals. |

# Skills

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| * Programming Skills: JAVA, C, C++, C#, Python, JavaScript and SQL. * Environment: Linux, Mac and Windows. |

# Experience

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| September 2019 – presentBack-end Developer, IBM  * Maintained **Java** application to import data from sources to database, added functions and plugins based on current framework. Use **LOG4J** for debugging and **JUNIT** for testing. * Used **Maven** and **Gradle** scripts for building and deploying the application. * Developed and managed database using RDBMS concepts including **PostgreSQL**, **MSSQL** and experienced in writing SQL queries, PL/SQL, T-SQL, Stored procedures, prepared statements, and triggers. * Developed and maintained automated CI/CD pipelines on **Git** for deployment using **Jenkins**. * Built and deployed **Docker** containers to run the application and improve developer workflow, increase scalability, and optimize speed. * Familiar with the **Agile** environment and experienced in **Scrum Master** role with proven track records of delivering work results. |
| June 2021 – September 2021business consultant/IT specialist, IBM  * Participated in developing web, mobile applications on cloud (Including AWS, Azure). * Support to develope new libraries with Microservice architecture using Rest APIs, spring boot and pivotal cloud foundry. * Wrote scripts to manage AWS resources from API calls and worked with AWS CLI. |

# Education

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| BACHELOR OF COMPUTER SCIENCE, University of New brunswick, 2017-2020 |
| BACHELOR OF Finance, University of New brunswick, 2011-2015 |

# Projects

* Developed a role-playing game by using Unity software in programming language C++.
* Created a visual coding tool built in JavaScript to translate blocks to Python by using Google’s Blockly framework.
* Building data collection website using Python **Django** framework.
* Writing **Python** flask API for retrieving data