P.B. Hua
Software Engineer

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Full-stack, Front-End, Web, Design, TypeScript, JavaScript, React, Node.js

EXPERIENCE

Professional sabbatical
Apr 2023 —

Working on personal projects and learning new skills, and a residency at the Recurse Center.
- Experimented with OS-level user interface interactions on macOS using Swift and SwiftUI
- Designed and created a performant (1.2s Lighthouse FCP) public transit mobile web application in Python, Rust and HTMX
- Creating games and interactive visualizations using Three.js and Lua

Vercel
Senior Software Engineer
Apr 2022 — Apr 2023

Scoped and built out high-complexity features in Vercel's dashboard and comments products, acquired domain knowledge, collaborating with product and design.
- <u>Integrated project management applications into Comments</u> for preview deployments, scoped, designed, and implemented with TypeScript, React, Next.js, enabling users to turn their comments into issues on the Linear task management system in two months
- Implemented all aspects of the API to interact with Linear's GraphQL API; also implemented an OAuth installation flow
- Engineered design system components with mobile web as first-class, on both iOS and Android
- Collaborated with designers and product managers to create a dynamic, hybrid autocomplete/file picker component that minimized unnecessary interactions and visual clutter;

Compass Real Estate
Senior Software Engineer
Mar 2021 — Mar 2022

Software Engineer
Jan 2020 — Mar 2021

Engineering owner of real estate listing authoring app using React, Redux, Node, TypeScript.
- Collaborated with product and design systems teams to deliver intuitive user experiences while executing a company-wide pivot to accommodate virtual real estate showings in 3 months
- Received innovation award for engineering division hackathon project where I envisioned a prototype for direct inline editing, reducing time spent on routine tasks by 3x
- Created and delivered a component library for an integration with an internal CRM product, completely managing both data lifecycle and state, using TypeScript and Storybook
- Delivered a front-end technical refresh to increase engineering velocity, and user experience and remove technical debt; refactored Cypress end-to-end tests to improve reliability
- Scaled team productivity: onboarded and mentored new hires, maintained and documented best practices and standardizing operational procedures

Microsoft
Software Engineer
Jul 2016 — Dec 2019

Polyglot engineer for an Information Protection client SDK platform.
- Prototyped, designed, and engineered two web apps in six months using TypeScript and React, collaborating across functional teams to create products ready to ship
- Implemented cross-platform client features across Windows, Linux, macOS, iOS, and Android
- Co-mentored a team of three interns to design and implement a data classification SDK

EDUCATION

University of Toronto
B.A.Sc in Engineering Science   Electrical and Computer Engineering   Sep 2011 — Jun 2016

Course Highlights: Machine Learning; Algorithm Design, Analysis, and Complexity; Operating Systems; Computer Organization; Introductory Artificial Intelligence; Engineering Design