Rose Lin

rose.lin@uwaterloo.ca linkedin.com/in/rseln rseln.github.io github.com/rseln

Summary of Qualifications

Languages: Python, Java, JavaScript, TypeScript, C++, C, SQL, Bash, HTML/CSS
Technologies/Frameworks: Node.js, Express.js, Spring, Maven, Hibernate, React, Redux, Selenium
Tools/Methodologies: Git, Google Cloud Platform, Amazon Web Services, DynamoDB, PostgreSQL, Jenkins

Education

University of Waterloo | GPA 3.8 **Waterloo, ON**
Candidate for Bachelor of Applied Science, 3B Computer Engineering Sept 2019 - Apr 2024 (expected)

- Achievements: Dean's Honours List, University of Waterloo President's Scholarship for academic distinction
- Relevant Courses: Data Structures and Algorithms, Database Systems, Systems Programming and Concurrency

Work Experience

Software Engineer **New York City, New York**
Nuvalence | Common Designer Platform Team May 2022 - Aug 2022

- Contributed in a consulting capacity, to the development of an application creation platform for a major human capital management company, allowing clients to create highly scalable applications with elevated efficacy and minimal code.
- Orchestrated the construction of a feature flag dashboard project that enhanced the development experience of both software engineering teams and platform users, using **DynamoDB** and **Node.js**.
- Designed and implemented modular and reusable **RESTful APIs** with **JavaScript/TypeScript**, to service requests and facilitate communication between the **CRUD** application and DynamoDB client.
- Re-engineered existing features to enable internal developers to safely revert changes and increase feature serviceability across multiple facets of the platform, resulting in the **improvement of internal development time by 20%**.
- Prepared comprehensive technical design documents detailing user workflows, relational database schemas/models, and UI/UX integration and implementation.

Software Developer **Kanata, Ontario**
Martello Technologies | Mitel Performance Analytics Development Team Sept 2021 - Dec 2021

- Engineered and maintained components for a Microsoft-recommended network diagnostic platform.
- Developed well-structured and scalable features for over **10,000** customers using **Java/J2EE** technologies with **Spring frameworks** and integrated relational databases using **Hibernate**.
- Aggregated privileged revenue-critical data with **SQL** and internal tools, progressing major business negotiations.
- Elevated user experience through building robust UI components with **JavaScript**, **TypeScript**, and **HTML/CSS**.
- Applied knowledge of networking protocols such as **SNMP** to create features to monitor the performance of devices.

Software Engineer in Test **Cambridge, Ontario**
Telus Health | Medesync Team Jan 2021 - May 2021

- Architected scripts to ensure the scalability and sustainability of a large scale electronic medical records project.
- Incorporated a **Python** script to aggregate XML test results into a stylized excel sheet and to email to team members, resulting in a **ROI of 3200%/year** based on the reduction of time needed to manually interpret data.
- Implemented new automation frameworks and test suites using **Selenium**, **Python**, and **Robot Framework** to assist in the quality verification of the Medesync EMR system.

QA Analyst **Toronto, Ontario**
Newtopia | QA Automation Team May 2020 - Aug 2020

- Spearheaded automation and developed internal tools for a disease prevention company serving over 10,000 customers.
- Implemented new mobile and web automation frameworks using **Selenium**, **Appium**, and **Java** for crucial company platforms such as the registration portal and mobile app.
- Reduced functional, regression, and integration testing times by **90%** through test automation.

Projects

Pinpoint | *Python, PyGame, Google Cloud Vision API* **Hackathon**

- Constructed an educational application that allows users identify various objects from live photos.
- Utilized **Python** and the **Google Cloud Vision API** to relay and interpret user input.
- Created a robust GUI through **PyGame** to facilitate front-end user interactions with the application.