

tim he

systems design engineering

timyhe.com

tyhe@uwaterloo.ca

github.com/timyhe

skills

development

Angular
React
JavaScript/TypeScript
jQuery
HTML
CSS/Less
Java
Python
C++

design

User Experience Design
Wireframing
Prototyping
User Research
Usability Testing

design

Git
Android Studio
Firebase
Heroku
Figma
InVision
Illustrator
Marvel

education

University of Waterloo

Candidate for B.Asc in
Systems Design Engineering
(Sept 2018 - Apr 2023)

Relevant Coursework:

Human Factors in Design, Intro
to Design, Digital Systems,
Intro to Programming (C++)

interests

Jazz trombone, competitive
trivia, reading, public transit

experience

Imagine Communications — Full Stack Developer

Jan 2019 - Apr 2019

Developed user interfaces, new features, and bug fixes for Versio Automation, a cloud-based TV playout web app using Angular and JQuery

Worked closely with designers, QA, and PMs in an Agile environment to deliver solutions to broadcasters such as ESPN and ABC

Overhauled the "Playlist tab" feature based on POCs for ESPN, leading to a 50% increase in efficiency for searching and sorting playlists

Hamilton CAC — Camp Director

Apr 2018 - Aug 2018

Organized and communicated with a team of 30+ volunteers to host week-long non-profit summer camp for 70+ attendees

Developed event brand identity by designing logo used on T-shirts and other merchandise

projects

literatura

Jun 2018 - Jan 2019

Built a mobile application to promote the discovery and facilitate the study of classical literature, implementing Open Library API and a custom API

Redesigned the application by conducting user research through one-on-one interviews, and creating wireframes and prototypes using Figma and Marvel

FlexFinder

DeltaHacks - Jan 2019

Designed a mobile application to provide students with a platform to discover potential work-out buddies

Generated wireframes, mock-ups and prototypes and worked with developers to implement the final designs

Final Fantanosy VI

Nov 2017 - Jan 2018

Designed and developed the front end of an "album collect-a-thon" game in JavaFX, and created 8-bit character sprites in Illustrator