Johnson Han

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ABOUT ME

- An *adaptable* team worker & fast *learner* with strong *problem-solving* skills & *passion* in this field

SKILLS

- C/C++
- Python
- HTML5
- JavaScript
- AngularJS
- Chrome Extension
- Android Studio
- Cordova
- Matlab
- Linux/Unix
- Java
- Golang
- CSS3/SASS
- NodeJS
- SQL/NoSQL
- RESTful
- Swift
- Qt QML
- Assembly/ARM
- Shell Script

EXTRACURRICULAR

- Golf (6 years)
- Piano (RCM Grade 9/10)
- Table Tennis (1st - BC Open)

LANGUAGE

- English (Native)
- Mandarin (Native)
- Spanish (Proficient)
- Cantonese (Proficient)

WORK EXPERIENCE

BlackBerry - Software Developer

Sep. 2016 - Dec. 2016 | Ottawa, Ontario | Recommendations

- Developed BBM Enterprise Desktop Application for PC, Linux & OSX
- Constructed 100% of settings pane, including blocked contacts & save chat history
- Implemented 30% of group chat features, including group events & task assigning
- Patched Qt UI library to display HTML emoticons & desktop notifications
- Application purchased by Government of Canada & London Metropolitan Police

Ericsson - Application Developer

Jan. 2016 - Apr. 2016 | Mississauga, Ontario | Recommendations

- Designed and Implemented various RESTful APIs such as posting product offering
- Implemented AngularJS Factory to assemble & parse JSON to & from server
- Increase JUnit Automation coverage by 70% & maintained 95+% passing rate
- Enhanced price matching regex searching speed by 10% in backend NodeJS logic
- Application purchased by T-Mobile & Claro Colombia

MY SPARE TIME

Oracle - Java SE 8 Programmer

Dec. 2016 | Oracle Certified Associate

- Certification includes a wide range of advanced Java problems
- E.g. exceptions, Java Data Types, Synchronization & multithreading

Hack Princeton - UniSound Messenger

Nov. 2016 | Princeton, New Jersey | UniSoundLive.com

- Topic Based messaging application built with WebSocket & NodeJS
- Built with 3 Tier Architecture & MEAN stack to ensure security & performance

Hack Harvard - Pacmen Game

Oct. 2016 | Cambridge, Massachusetts | Pacmen.online

- Built a cross-platform multiplayer Pac-Man game SDK in 36 hours
- Main Skills: Golang, Socket.io, Firebase, Phaser, HTML5, Canvas

Android Mobile Application - GPS Fitness Analysis

May. 2016 - June 2016 | University of Waterloo

- Implemented high/low pass filter algorithm to detect steps with onboard sensors
- Developed GPS navigation manager, route planning & off-path re-routing

Chrome Extension - Quick Search

March. 2016 - May 2016 | University of Waterloo

- Inject content script to all URLs listening for keystroke event
- Background script search for translation, Wikipedia & more dependent on keystroke

EDUCATION

University of Waterloo

2nd year, Computer Engineering, Class of 2020

- Excellent Standing Accumulative GPA & Top 20% of class
- Courses taken: C/C++ (96%) & Embedded System (89%)
- Courses taking: Data Structure, Algorithm & ARM