GILLIAN XU

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Work Experience

Spotwork   Toronto, ON
MOBILE DEVELOPER   May 2022 – Aug 2022
Mobile app designed to help users find jobs in proximity with flexible hours and instant pay.

- Developed end-to-end user onboarding flow for US expansion; estimated to impact 10K+ users
- Created new submission flow using Flutter and Dart for contractors to submit ID and equipment for verification; deployed cloud functions to initialize verification statuses; feature used by 15K+ users
- Utilized Firebase to store and query user, job posting, and employer data
- Collaborated with 15 developers to test cross-platform (web and mobile) features

Mortgage Automator Inc   Toronto, ON
JUNIOR HTML DEVELOPER   Aug 2021 – Dec 2021

- Coded structures for 10+ documentation forms and input custom variable fields using HTML and CSS
- Collaborated with a team of 25 developers to resolve assigned JIRA tickets
- Conducted tests to identify errors, debugged code to ensure documents fully met client requirements

Felicity   Toronto, ON
FRONT END DEVELOPER   May 2021 – Aug 2021
Productivity app that diagnoses user habits and provides integrated tools (e.g. to-do lists, calendars, etc.)

- Developed UI for a productivity assessment questionnaire consisting of a sequence of timed questions using Flutter and Dart
- Designed and developed a customizable pomodoro timer for personal work/break times
- Collaborated with 17 developers to integrate questionnaire and timer into core application
- Tested cross-platform functionality using Android Emulator to ensure compatibility

Projects

Consano — *Voice-based wellness update web interface for hospital patients.*
- Predicted changes in patient health based on natural language statements using NLP API Cohere.ai to train ML model
- Incorporated voice recognition system into web interface using React
- Designed RESTful APIs to get patient's health updates and post results to patient's portal using Express

Harmonyy — *Real-time messaging and interactive gaming platform.*
- Designed a responsive user interface using HTML, CSS and JavaScript
- Developed game logic using JavaScript, allowing users to draw a word on a canvas before prompting others to input a guess
- Created real-time messaging system using Node.js allowing users to send messages through the server and web sockets
- Created a login system using MySQL to store user login data and authentication tokens

YuMyUm — *Web interface for users to view, select and total the cost of food items from a menu*
- Designed a menu that allows users to add the desired quantity of items to a cart
- Created modal overlays to display order details and allow item adjustments
- Used hooks to update the state of the cart upon the addition and removal of items

Education

University of Waterloo   2020 - 2025
BACHELOR OF COMPUTER SCIENCE

- President's Scholar (2020) — Awarded to students with entrance average of 95%+ (4.0 GPA)
- **Extracurriculars:** Varsity Ultimate Frisbee Captain
- **Relevant courses:** Algorithms, Object Oriented Software Development, Application Development, Databases

Technical Skills

Languages: JavaScript, C/C++, TypeScript, SQL, Kotlin, Racket, R, Java, Python, HTML, Dart
Frameworks: React.js, Express.js, Bootstrap, React Native, Flutter, Firebase
Tools: Git, RStudio, Visual Studio Code, Bash