

Jeff He

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SKILLS

Languages: HTML/CSS, JavaScript/TypeScript, Java, PHP, SQL (MySQL)

Frameworks: Node.js, Next.js, Angular, Tailwind, Express, jQuery, Detox, Puppeteer

Tools: Git, Testrail, AWS, Charles Proxy, Firebase, Postman, TensorFlow, Figma, Adobe Photoshop

Libraries & Concepts: OOP, APIs, CI/CD, React, p5.js, Langchain, OpenAI

WORK EXPERIENCE

University of Toronto

Sept 2023 – Dec 2023

Application Developer (Coop)

- Refactored website theming to improve content visibility with HTML, CSS, and JS.
- Created Drupal modules to allow easier navigation and search, with PHP and jQuery.
- Fixed critical bugs within modules which resulted in crashes and downtime.
- Increased website loading speed fivefold by optimizing map clustering.

Rakuten Kobo

Sept 2021 – Apr 2022

Mobile QA Test Engineer (Coop)

- Ensured app stability by developing and executing test cases for regression testing on Testrail.
- Discovered and recorded existence of bugs on Jira to be prioritized via ad hoc/exploratory testing.
- Tracked performance of the iOS app manually and via firebase analytics for user satisfaction.
- Traced API calls using Charles proxy and Postman to ensure correct data was being sent and received.
- Maintained and developed e2e automation scripts, saving hours in manual testing.

EDUCATION

University of Toronto

Sept 2019 – Aug 2024

Honours Bachelor of Science, Computer Science (Coop)

PROJECTS

Portfolio Website

Node.js, React.js, Next.js, Tailwind, Express.js, AWS, CI/CD

- Incorporated responsive mobile first design principles with Next.js (React), & Tailwind CSS.
- Developed an email server for communication with Express.js and Nodemailer
- Created CI/CD pipelines on GitHub for automatic deployment on an AWS EC2 instance.

Langchain Open-Source Contribution | Datetime Output Parser

Node.js, Typescript, Langchain.js, OpenAI, Generative AI, Large Language Models

- Developed a new feature to parse LLM output into a date time object.
- Utilized Jest and OpenAI models to ensure correctness.

BMBluff

Node.js, React.js, p5.js, Express.js, Socket.io, TensorFlow

- Implemented real-time card recognition from user webcam via TensorFlow and Peer.js.
- Seamlessly synced game state and logic between players with socket.io and Express.js.
- Created and integrated a responsive frontend with 2D game graphics with React.js and p5.js.

Baryon

Node.js, React.js, Redux, Express.js

- Created components and managed states with React.js and Redux.
- Ensured proper authentication and authorization of user accounts via Express.js and bcrypt.