

# Yu Chen Hou

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## Work Experience

 **Microsoft** **Software Engineering Intern** Sept 2016 - now  
C++, Javascript, C# Vancouver, BC

- Currently working on backend infrastructure for upcoming 3D Windows experiences such as Paint 3D.
- Architected and implemented major components of glTF and SketchUp transcoders in C++, doubled test coverage and optimized model conversion time.
- Worked with Khronos Group (OpenGL) to update glTF specification.

 **confide** **Software Developer Intern** Jan - April 2016  
Android, Java, React, JavaScript, Go New York City

- Led the development and deployment of the Android client
- Wrote several features such as voice messaging, message retraction, dark theme, in-app subscription, and new onboarding/referral flow
- Rewrote client to use Android 6.0 permission model and RxAndroid
- Used React and Go to integrate analytics, stripe payment and live support for enterprise users, and voice messaging to desktop client.

**TEXTNOW** **Android Mobile Developer** May - Dec 2015  
WIRELESS Android, Java Waterloo, ON

- Implemented new features including floating chat heads, user referral system, messaging interface, and phone dialer revamp
- Redesigned app UI/UX for TextNow Wireless by redesigning subscription onboarding and management
- Set up beta testing for Android client in order to improve QA cycle, with thousands of users on beta channel.

## Projects

### Android

**4 years** experience with Android; **6 open sourced** apps & libraries on [GitHub](#). Published **15** apps/games on the [Play Store](#), with **3M+** users.

**Rewind**: A recording app that passively listens in the background, saving the last moments for later retrieval with over 15K users worldwide

**SleepyTime**: A sleep planning and scheduling application for Android with widgets and in-app purchases, used by **650K** users worldwide

**SpeechJammer**: Audio entertainment app enjoyed by over **2M** users

**Notable**: An open source quick reminder app for the notification area

### Web

**TechTanks**: Programming game written in Rails, Resque, Redis and Paper.js to teach Ruby to high school students in a fun environment

**I33tHacker**: Hacking simulator written in Vue.JS for Global Game Jam

## Skills

### Languages

Java, C++, Python, Ruby, C, JavaScript, CoffeeScript

### Mobile Development

Android, RxJava, Cordova

### Web Development

ES6, Sass, Angular, jQuery, React, Redux, Vue, Mocha, Grunt, Webpack, Azure

### Backend Development

Rails, Node.js, Go, PostgreSQL, MongoDB

### Design

InDesign, Photoshop

### Tools

Android Studio, Visual Studio, IntelliJ, Git

## Education

### 2B Software Engineering

BSE, 2014 - 2019

University of Waterloo

## Initiatives

### Tech Retreat

- Co-founded and organized Canada's **first high school hackathon** and learnathon
- Handled sponsorship, logistics and coordination of event for 200 students
- Led the effort to design and develop TechTanks

### TerribleHack

- Co-founded TerribleHack, a triannual comedy hackathon centered around making useless hacks

**Interests**: Rock climbing, photography, board games, electronics