

Yu Chen Hou

me@yuchenhou.com
(226) 606-6134
yuchenhou.com
github.com/icechen1

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