Hannah Guo

Software Engineer

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Education

University of Waterloo   September 2020 - April 2025

· Bachelor of Software Engineering

Work Experience

Stripe, Software Engineering Intern   May 2023 - August 2023

· Created a **TypeScript** (**React**) queue infrastructure observability tool used by 100+ engineers to monitor an event-driven system composed of 500+ message queues

· Developed a queue latency monitoring and alert system using **Ruby**, **Scala** and **Terraform**, improving incident response time and reliability for dozens of services

PlayStation, Software Engineering Intern   September 2022 - December 2022

· Wrote a URL visual preview microservice in **Java** used across all PlayStation user platforms, handling over 5 million requests per day

· Implemented custom clients, object serialization and adaptive threading to enhance the service's performance and maintainability

Stripe, Software Engineering Intern   January 2022 - April 2022

· Led the design and implementation user-facing payment method updating API endpoint (written in **Java**) to be rolled out to 100% of Stripe users

· Discovered several missing validations on API inputs through writing unit, integration and synthetic tests in **Java** and **TypeScript**

Projects

Ranked Records

· Engineered a full-stack **TypeScript** application using **React**, **Redux** and **Express** with the Spotify API to enable playlist creation for all of an artist's songs, garnering thousands of users

Idol Recognition

· Built an **Python** app to identify and label K-pop idols using **OpenCV** and a facial recognition library

Skills

Languages: TypeScript, Java, JavaScript, Python, Kotlin, Ruby, C++, Scala, C
Frameworks and Libraries: React, Node.js, Express, Redux, Gatsby, Angular, NgRx, OpenCV
Technologies: Git, Figma, AWS, Firebase, Terraform, Kubernetes, Google Cloud Platform