Max Hua

Software Developer | CS + Finance @ UWaterloo | Toronto, ON
max.hua@uwaterloo.ca | maxhua.dev | linkedin.com/in/max-hua | github.com/BleakBubbles

Education

University of Waterloo Sept. 2023 – Apr. 2028
Candidate for Bachelor of Computing and Financial Management (Honours, Co-op) *Waterloo, ON*

- Math/CS Average: 92.7% | Overall Average: 87.5%

Work Experience

Software Developer May 2026 – Dec. 2026
SGGG Fund Services Inc. *Toronto, ON*

- Architected a **25**-component **Angular 22** library with TypeScript, CSS design tokens, and modern conventions
- Rebuilding **2** internal products with the library, replacing legacy front ends and helping shape product design
- Built new endpoints for SGGG's **C# .NET** fund services API, allowing clients to pull fund data directly
- Designing an **MCP server** over the same API to expose its core endpoints as tools that AI agents can call

Software QA Engineer Sept. 2025 – Dec. 2025
Scribenote Inc. *Kitchener, ON*

- Led an effort that **cut E2E test run time by 75%** (∼1 hour saved per release) by introducing parallelism, sharding, and shared fixtures to the test suite
- Designed and built a **Playwright** E2E test suite from scratch for a production Chrome extension
- Wrote **50+** automated Playwright tests for new and upcoming app features, keeping the E2E suite current

Software QA Engineer Jan. 2025 – Apr. 2025
Orion Health *Toronto, ON*

- Cut the runtime of the global test setup process by ∼**50%** through performance optimizations
- Built test automation in **Playwright** and **TypeScript**, streamlining the team's test infrastructure
- Built a **Python/Pandas** tool that visually diffs Excel files, eliminating manual comparisons for client-facing managers

Projects

Flooper Oct. 2026 – Present

- Live feedback widget for websites: visitors pin a reaction and note to any element, reviewed in a dashboard
- Embeddable SDK under **10 KB** gzipped with zero dependencies (enforced in CI), isolated in a shadow DOM
- API on **Hono** and **Cloudflare Workers**; dashboard in **React**, **TanStack Query**, and **Vite**; all **TypeScript**

Protag Oct. 2026 – Present

- Android music player built on tags, not playlists, with weighted shuffles; in closed testing on Google Play
- Built with **React Native** (Expo), **TypeScript**, **SQLite**, and a native **Kotlin**/Media3 playback module

Qwizz Mar. 2026 – Present

- npm package that quizzes developers on their own code changes before each Git commit, encouraging learning
- Built with **TypeScript**, **Zod**, **Node.js**, and **Vite**, with server components hosted on **Cloudflare**

Rotom Build Nov. 2025 – Present

- Web app for building, analyzing, and sharing Pokémon teams
- Built with **Next.js**, **Tailwind CSS**, **Drizzle ORM**, **Better Auth**, and **Neon** (Postgres)

BOWL3R Aug. 2024 – Present

- **React** web app that uses **OpenCV** template matching to identify in-game items and recommend which to pick
- Used **Flask** and **Gunicorn** for the backend API and worker process management

Technical Skills

Languages: TypeScript/JavaScript, Python, Kotlin, C/C++, C#, SQL, GraphQL
Frameworks & Libraries: Angular, React, React Native, Next.js, Node.js, Hono, Flask, Tailwind CSS, Playwright
Tools: Git, Docker, Cloudflare Workers, SQLite, Jupyter Notebook