Hongjian Huang

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[LinkedIn](), [GitHub](), [Portfolio]()

PROFILE

I am a Web developer who can build functional web applications with CSS, HTML, JavaScript, and React. Also, I develop games on free time with C# and Unity. I am a problem solver and very always positive.

SKILLS

- Programming Languages: Java, C, C#, C++, Python, R, JavaScript, HTML, CSS.
- Front-End Tools: jQuery, React, Firebase, REST API.
- Database Skills: SQL, embedded PostgreSQL, database design.
- Version Control: GitHub, SVN, Bitbucket.
- Willing to learn complex data structures and algorithms, experienced with Linux.

EDUCATION

Bachelor of Science, University of Toronto, Faculty of Arts and Science   2013 to 2020
Computer Science (specialist).

Graduate of Juno College   Jun/2021 to Aug/2021
Course Taken: JavaScript, Front-End Develop Bootcamp

PROJECTS

[Crime of Toronto](), Web application. Users select the type of crime and the years. The app shows the location of archived crimes in the Toronto area according to the user selection.

- Implement map with zoom-in/zoom-out function using MapQuest library.
- Fetch crime data from Toronto Police Public Safety Data Portal, an API built on ArcGIS.
- Build with JavaScript, HTML and CSS. Design user experiences and accessibility.
- With this project, I earned hands-on experience with RESTful API and gained fluency with JavaScript, HTML and CSS.

[EasyPoll](), Web application. Users can create polls and share the unique URL of the poll with others. The poll creators can track how many people have voted in real-time.

- Implement unique URLs for each poll with Firebase's unique id. Users can share the URL with others.
- Implement the function that allows users to customize their poll options.
- Implement the function that displays poll results on the page in real-time as others are voting.
- Experience with team management tools Trello, Utilize GitHub, and pair programming.
- With this project, I had a more profound understanding of Firebase and React.

WORK EXPERIENCE

Unity Developer, Catskin Studio   Apr/2020-Now

- Responsible for the implementation of UI and multiple game mechanics based on the designer's requirements.
- Design and implement the level system and the database that stores player status information in XML.
- Build scenes and NPC characters with art assets and create cutscenes with Unity Timeline.
- I have demonstrated practical problem-solving and communication skills when providing technical support and ideas to fellow team members.