

JEFFREY HUANG

SOFTWARE / WEB DEVELOPER

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2A Computer Engineering

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Qualifications

- Working experience with object-oriented programming and web development utilizing C#, Java, JavaScript, PHP, HTML5, CSS3, and Drupal in both Windows and MAC operating systems
- Knowledgeable in MVC design methodology through front-end development with AngularJS and JQuery; back-end experience include building RESTful APIs in Node.js, MySQL, and MongoDB
- Experienced with both native and hybrid mobile app development
- Effective individual and team worker, proven through a wide array of personal and team based projects through the use of Git, Subversion, and JIRA

Work Experience

Aug 2015 -

Software Developer

Dec 2015

Canadian Tire Innovations Lab, Kitchener ON

- Developed mobile apps using a full JavaScript and CSS Stack (AngularJS, Bootstrap, Cordova)
- Contributed to the development of Canadian Tire's IoT framework, which include the Smart Barrel and NOMA Lights
- Built RESTful API services to support mobile applications in Express/Sails and MongoDB.

Jan 2015 -

Web Applications Developer

May 2015

Ontario Institute of Cancer Research, Toronto ON

- Created and maintained websites using Drupal CMS, and LAMP stack
- Contributed to the development of the National Cancer Institute: GDC and Global Alliance for Genomics and Health websites
- Developed on both the front-end (HTML5, CSS3, JavaScript) and back-end (PHP, MySQL)

Projects

Jarvis [C++, AngularJS, Cordova, BLE 4.0] - devpost.com/software/jarvis-kfw924

- Winner of Hack the North 2015
- Created a mobile application to provide personalized hands-free navigational assistant for cyclists

Aria [MEAN Stack, Machine Learning] - devpost.com/software/aria-concierge-ai-travel-agency

- Runner-up for Yale Hackathon 2015
- Developed an intelligent travel agent using data from Facebook's API, JetBlue's flights data, and TripAdvisor's travel data

Draw [MEAN Stack, WebSockets] - guessmyword.xyz

- Implemented a real-time multiplayer interactive drawing game. Players take turns drawing and guessing each other's sketches

Tower Ball [C#, Unity, Nodejs, MongoDB] - Available on the App Store and Google Play Store

- Created a Unity game where users try to balance a ball on top of a windy tower

Connect4 [HTML, CSS, JavaScript] - jeffreyhuang.ca/connect4/connect4.html

- Developed a in-browser local multiplayer Connect4 game with AI support

Data-Binding Presentation [HTML, CSS, RevealJS] - jeffreyhuang.ca/presentation

- Produced a HTML5 Presentation comparing data binding in AngularJS, EmberJS, and KnockoutJS

Skills

JavaScript

████████████████████

Java

██████████████████

C#

██████████████████

PHP

██████████████████

C++

██████████████████

Nodejs

██████████████████

Express and Sails

██████████████████

MongoDB

██████████████████

MySQL

██████████████████

Git and SVN

██████████████████

JIRA/Confluence/Trello

██████████████████

Education

Sep 2014 - University of Waterloo
May 2019 *Bachelor of Applied Science
Computer Engineering*

Interests

Computer Science Club

- Works together with members to promote computer science at the University of Waterloo
- Club members meet weekly to share knowledge in computer programming

Chess Club

- Organized club meetings and tournaments as an executive member
- Worked closely with club members through hosting tutorials on chess strategies