

PHILIP SHIAW-WEI HUANG

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TECHNICAL SKILLS

- **Frontend:** JavaScript, HTML, CSS, EJS, React, Bootstrap
- **Backend:** Node.js, Express, PostgreSQL, MongoDB, Mongoose
- **DevOps:** Git, GitHub, Heroku

PROJECTS

[Netrunner Legacy](#) | [GitHub](#)

May 2021 – Present

Tech: Node.js, Express, PostgreSQL, Helmet, Heroku, Bootstrap

- Designed a dynamic and responsive webpage where players use the website to learn how to pilot premade decks quickly and effectively
- Developed and integrated a PostgreSQL database to establish a one-to-many relationship between the card and deck databases
- Imported data from a comprehensive database through an external API and incorporated the information which eliminated the burden of manually inputting over 2000 entries

[Collection Comparer](#) | [GitHub](#)

May 2021 – June 2021

Tech: Node.js, Express, Heroku, Bootstrap

- Created a web application to pull a user's entire board game collection through an open API
- Compiled XML structured data and converted the results into human-readable information for easy and efficient parsing
- Implemented a feature comparing two users' board game collections and filters out matching entries which removed the need for cross referencing

[Grounds](#) | [GitHub](#)

December 2020 – May 2021

Tech: Node.js, Express, MongoDB, Mongoose, MapBox, Passport, Helmet, Heroku, Bootstrap

- Published a crowd-sourced campgrounds directory enabling users to create accounts, adding, deleting, and updating campsites, as well as posting comments, reviews, and star ratings
- Boosted security by sanitizing HTML in forms using JOI, authenticating users via Passport, and setting appropriate HTTP headers with Helmet
- Adopted a NoSQL infrastructure as the high flexibility in structuring data, the familiar JSON style documents, and the efficient querying were more favorable over a SQL approach

EXPERIENCE

Software Engineer (Contract) | *Fuzelo (Startup)*

October 2019 – January 2021

- Collaborated closely with senior executives to devise and conceptualize new features to a VR-fitness based application
- Designed the landing pages that led to a steady 20% increase in e-mail inquiries per month over the span of 6 months
- Took initiative to concurrently create comparison reports and spreadsheets for data analysis leading to 10% savings in production costs

EDUCATION

Bachelor of Science, Computer Science

September 2012 – July 2016

- University of California, Irvine

INTERESTS

- I have a collection of over 300 board games where I can teach over 100 of them on the fly
- I love to top rope climb and boulder and have recently completed my first v5 route