

Tommy Huang

Computer Science Student
University of Waterloo



github.com/tommyhuang-dev



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Summary of Qualifications

Languages: Python, Typescript, JavaScript, Java, C, C++, HTML/CSS, Bash

Technologies: Windows, Linux, Git, Vim, VSCode, JetBrains, JMeter, Jenkins, Kubernetes

Frameworks: Angular, Bootstrap, Node.js

Other skills: Valve Hammer Editor, Autodesk Inventor, SolidWorks

Experience

(Performance Developer Co-op) NCR

May 2020 – September 2020

- Created Jenkins jobs to run warm up tests, index databases, delete and start Kubernetes pods, and analyze JMeter test results
- Developed a Python program to collect and format data about servers, processes, and services using the Dynatrace API, reducing time taken from 1-2 hours to less than 15 minutes
- Wrote a Python script to automatically compare test results and provide a summary of differences and changes, helping to highlight processes that took longer or shorter than expected
- Improved a Bash script that searches through all Kubernetes logs for keywords

Projects

Virtrolio (Angular, Bootstrap, Firebase)

May 2020 – August 2020

- Helped develop virtrolio.web.app, a website that allows users to privately sign each other's yearbooks when unable to physically do so due to COVID-19
- The website uses Angular and Bootstrap for the frontend, with Firebase for backend and user sign-in
- Messages support markdown with customizable colours, fonts, and formatting

Shape Defense (Python, Pygame)

August 2018 – January 2020

- Used Pygame, a module for Python, to develop a game where players can build, upgrade, and construct mazes to defend themselves from enemies
- Pathfinding algorithms, graphical user interfaces, and functions to read and store information about maps and entities were developed entirely from scratch

SprayZ (C#, Unity)

September 2019

- Hack the North 2019 – Helped create an app that identifies walls and surfaces through a smartphone camera and allows users to virtually spray paint on them
- Utilized Unity's augmented reality software to detect and track objects and features
- Helped create an intuitive GUI which allows users to customize and share their creation

Education

University of Waterloo Candidate for Bachelor of Computer Science (expected 2024)

1st year average: 92.4% (GPA 3.98)