

Tommy Huang
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SUMMARY

- **Experienced:** Experience in software development from 4 previous co-op terms and multiple projects.
- **Proficient:** Worked with a variety of languages and tools such as Python, Typescript, and Node.
- **Self-learner:** Designed and built different projects, for fun and during hackathons.

EDUCATION

University of Waterloo

Bachelors in Computer Science; cumulative GPA: 91.76%; major average: 93.89%

Waterloo, ON

Sep 2019 – Apr 2024

EXPERIENCE

Arctic Wolf

Security Developer

Waterloo, ON

May 2022 – Aug 2022

- Developed improvements to an internal tool used for investigations into Managed Detection and Response, allowing developers automatically fetch relevant data and more easily setup prerequisites.
- Created tests to verify that symbolic links between files in different folders exist and were correctly created.
- Fixed a tool used regularly to help classify ransomware to allow it to automatically create changes, which are then merged by developers.

DarwinAI

Full Stack Developer

Waterloo, ON

Sep 2021 – Dec 2021

- Expanded services using Node.js and Flask to facilitate automated defect detection for manufactured parts.
- Helped create an Angular image viewer that allows a user to pan and zoom to inspect an image.
- Validated various SQL functions and backend services by creating system tests which generated millions of data entries in a PostgreSQL database.

Uptake Canada

Full Stack Developer

Mississauga, ON

Jan 2021 – Apr 2021

- Developed an application using Angular, NestJS, and TypeORM, which generates completed PDFs from editable templates, saving hundreds of developer hours each year.
- Integrated various analytics of oil samples into an existing web application using Ext JS and NestJS, allowing users to see warnings and alerts for various vehicle compartments.
- Presented demos of new features and products to senior business analysts and managers.

PROJECTS

Signal Relay

Jun 2021

- Helped develop a Unity puzzle game as part of GMTK Game Jam 2021.
- Players would control multiple robots that each required line of sight to either a relay or another robot to reach the end zones of each level.

Vm

Nov 2020 – Dec 2020

- Developed a Vim-like text editor using C++ and the ncurses library.
- Followed SOLID object-oriented design principles.

PROGRAMMING SKILLS

Languages: Python, Typescript, C++, C#, Bash, SQL **Technologies:** Git, Linux, Docker, Node, Jenkins