Tommy Huang

linkedin.com/in/tommyhuang999 | tommyhuang.net | t98huang@uwaterloo.ca

Summary of Qualifications

- 3rd year Computer Science Student at the University of Waterloo
- Experience in software development from 3 previous co-op terms
- Proficient with C, C++, Python, Typescript, SQL, and more programming languages
- Worked with development tools such as DBeaver, Visual Studio Code, and Jetbrains
- Well-versed with Git, Linux, and Docker

Experience

(Full Stack Developer) DarwinAI September 2021 – December 2021

- Used Node.js and Flask to develop services facilitating 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
- Developed an endpoint which updates the configuration of a backend Flask service while it is running

(Full Stack Developer) Uptake January 2021 – April 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 thousands of users to see warnings and alerts for various vehicle compartments
- Used Jest to create unit tests for NestJS applications with 100% code coverage
- Presented demos of new features and products to senior business analysts and managers

Projects

Signal Relay (C#, Unity) June 2021

- Helped develop a Unity puzzle game as part of GMTK Game Jam 2021
- In the game, 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 (C++, ncurses) November 2020 – December 2020

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

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