Tommy Huang

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SUMMARY

- **Experienced**: Skilled 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   Waterloo, ON

Bachelors in Computer Science; cumulative GPA: 91.76%; major average: 93.89%   *Sep 2019 – Apr 2024*

EXPERIENCE

Arctic Wolf   Waterloo, ON

Security Developer   *May 2022 – Aug 2022*

- Developed improvements to an internal Python tool used for security investigations, allowing developers to automatically download data, run it through the tool, and then view a summary of the outcome.
- Created tests to verify that a few hundred symbolic links in different folders exist and resolve to the correct file.
- Fixed a tool used daily by security developers to help classify ransomware and automatically create configuration changes by correcting how it pushes changes to the Git repository.

DarwinAI   Waterloo, ON

Full Stack Developer   *Sep 2021 – Dec 2021*

- Expanded Node.js and Flask services to facilitate automatic defect detection for manufactured parts using AI.
- Collaborated with other developers to create an Angular image viewer that allows a user to inspect an image and provide feedback on the AI defect detection and classification.
- Wrote unit tests using Jest and Pytest for various backend applications to ensure near 100% code coverage.
- Validated the performance and behaviour of SQL functions and backend services by creating system tests which generated millions of data entries in a PostgreSQL database.

Uptake Canada   Mississauga, ON

Full Stack Developer   *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*

- Developed a puzzle game in Unity 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*

- Designed a Vim-like text editor using object-oriented design principles and the Model-View-Controller pattern.
- Developed the program from scratch using C++ and the ncurses library.

PROGRAMMING SKILLS

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