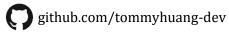
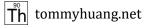
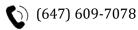
# **Tommy Huang**

Computer Science Student University of Waterloo









## 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, Markdown

## 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 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
- Developed a Python script 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
- Improved a Bash script that searches through all Kubernetes logs for keywords

## **Projects**

#### **Virtrolio** (Angular, Bootstrap, Firebase)

May 2020 - August 2020

- Helped create 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
- Developed from scratch pathfinding algorithms, graphical user interfaces, and functions to read and store information about maps and entities

SprayZ (C#, Unity) September 2019

- Hack the North 2019 Created 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 identify 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)