

Tommy Huang

1B CS Student at the University of Waterloo

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Passionate Computer Science student that has worked on multiple projects, primarily with Python, but also with Unity and Arduino (C++). Looking to deepen knowledge within existing skills and broaden knowledge of skills involving other programming languages and frameworks.

Skill & Technologies

- Java, Python, HTML, CSS, Racket
- Git, Arduino, Autodesk Inventor

Projects

Hackathons

- **SprayZ:** AR spray paint app created in Unity for smartphones
- **Hamilton of Fun:** Program to help tourists find landmarks in a city using a Google Home.
- **Piing:** Navigate a maze blind using a Myo Armband to orientate your character.

Personal Projects

- **Shape Defense:** Tower defense type game created using Python and Pygame. Created to learn more about User Interfaces and interaction.
- **Particle Box:** Physics simulator in Python from scratch. Particles will collide, explode, and gravitationally pull one another.
- **Line following car** using Arduino, motors, and a breadboard.

Experience

- **Waterloo Rocketry Team:** Use Hall Effect Sensors with Arduino to detect magnetic fields. May be used in the future to sense the fluid level in a tank.
- **Highschool Robotics Team:** 3D modelling of the robot using Autodesk Inventor
- **President of High School Rocket Club:** Organized weekly meetings and schedule rocket launches and field rentals.