

Tommy Huang



github.com/tommyhuang-dev



tommyhuang.net



linkedin.com/in/tommyhuang999



t98huang@uwaterloo.ca

Skills

Languages: Python, Typescript, JavaScript, SQL, C, C++, HTML/CSS, Bash

Frameworks: Angular, NestJS, Jest, Jasmine, Bootstrap, Ext JS

Tools & Editors: SQL Server Management Studio, DBeaver, Visual Studio Code, JetBrains, Vim

Technologies: Git, Node.js, TypeORM, JMeter, Jenkins, Kubernetes, Docker, Jira

Experience

(Full stack Developer) Uptake

January 2021 – April 2021

- Developed an application that generates completed PDFs from editable templates using primarily Angular, NestJS, and TypeORM, 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

(Performance Developer) NCR

May 2020 – September 2020

- Created Jenkins jobs to automatically and regularly run warm up tests, index databases, delete and start Kubernetes pods, run tests, and analyze JMeter test results
- Developed a Python program to collect and format data about servers and processes using Dynatrace's RESTful API, reducing time taken from 1-2 hours to less than 15 minutes
- Wrote a Python script to compare performance test results and provide a summary of differences

Projects

Vm (C++, ncurses)

November 2020 – December 2020

- Developed a text editor using C++ and the ncurses library based on Vim
- Used SOLID object-oriented design principles
- Followed design patterns such as the model-view-controller pattern and observer pattern

Virtrolio (Angular, Bootstrap, Firebase)

May 2020 – August 2020

- Helped develop 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
- Used Angular and Bootstrap for the frontend, with Firebase for backend and user sign-in
- Messages support markdown with customizable colours, fonts, and formatting
- The website was featured on the Mississauga news at [this link](#)

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

SprayZ (C#, Unity)

September 2019

- Hack the North 2019 – Helped create 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 detect and track objects and features
- Helped create an intuitive GUI which allows users to customize and share their creation

Education

University of Waterloo Bachelor of Computer Science

2019 – 2024

Average: 94% (GPA 3.99), Term Dean's Honours List