Zi Cheng Huang

software developer

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in ZiChengHuang915

// languages

JavaScript	Python
C/C++/C#	R
Java	Bash
Kotlin	HTML/CSS
SQL	

// technologies

React	Spring Boot
Node.js	Firebase
Gradle	WPF
AWS	Git
WinAppDriver	SVN
Appium	.NET

// education

University of Waterloo

2019-2024

Candidate for Bachelor of Computer Science

// work experience

YuJa Corporation - software developer   May - Aug 2022

C#, AWS. WinAppDriver, Appium, WPF, YAML

- Designed and implemented a MS PowerPoint integration which uses an API endpoint to bidirectionally communicate to the software capture application - amassing over 10k users
- Created an MSI installer using WiX Toolset by downloading files from an AWS server and changing the Windows Registry
- Independently engineered a UI Automation Testing framework using Appium on WinAppDriver to detect metadata state changes, reducing manual testing by 80h per week
- Built a CI/CD pipeline with Github Actions in YAML to prevent regression errors and to speed up development

OpenText Corporation - software developer   Sep - Dec 2021

C, C++, Fortify, JIRA

- Enabled shape overlays in a document editor built in C/C++ by reworking inheritance classes
- Leveraged Fortify to statically analyze the entire codebase to detect errors and implement over 3000 code changes
- Conducted integration and regression testing to record and triage issues with JIRA

AMD - test automation developer   Jan - Apr 2021

PowerShell, JIRA

- Developed PowerShell scripts to speed up the imaging setup process by over 2000%, allowing asynchronous and concurrent image flashing, software installation, and benchmarking
- Built and configured test bench systems using mass deployment software to improve hardware testing efficiency
- Configured a GPU monitoring tool to record low level statistics, translating them into a human readable format to analyze trends and observe driver issues

// projects

Minecraft Server Administration - Server Manager 🔗

Bash, C++, React, Java, Spring Boot, Firebase

- Developed a command line interface to run and manage a Minecraft server capable of starting/stopping/restoring multiple worlds
- Automatically retains daily and long term backups using the Linux Cron Daemon by uploading locally stored files to a remote SVN repository
- Engineered a React web app hosted on Google Firebase which communicates with a Heroku server via a RESTful API