HUIRONG WANG

Portfolio | GitHub | Email: huirongwang22@gmail.com | Mobile: 0894014567 | Stamp 4

PROFESSIONAL SKILLS

Frontend: React, TypeScript, JavaScript, HTML5, Tailwind CSS
Backend: Node.js, Express, REST APIs, OpenAPI, Spring Boot
Database: PostgreSQL, MySQL, MongoDB
Cloud & DevOps: AWS(S3, RDS, Lambda, API Gateway, CloudWatch), CI/CD (GitHub Actions/Jenkins)
Testing: JUnit (unit testing), Postman (API testing)
Ways of Working & Tools: Git, Jira, Agile/Scrum

WORK EXPERIENCE

Investigation Specialist   June 2024 – Present
Amazon (Ireland)

- Analysed high-volume customer and transaction signals using internal tools to assess KYC risk, ensuring decisions aligned with policy and regulatory requirements.

- Partnered with Compliance and Legal teams to resolve escalations and improve case quality, documenting findings and contributing to process improvements.

Frontend Engineer (Game Client, Unity/C#)   May 2021 – Jan 2022
Ruiluo Network

- Developed modular UI features and reusable components in **C#** (Unity), collaborating with designers via **Figma** to deliver user-facing experiences.

- Improved runtime performance through profiling and optimisation on mobile platforms, enhancing stability and responsiveness.

- Worked in **Agile/Scrum**, participated in sprint planning/reviews, and supported build and release workflows (build verification, release packaging, deployment coordination).

- Integrated client features with backend **HTTP** APIs, handling error states and basic retries, and implementing client-side validation.

- **Selected Project:** KomoriLife (3D simulation) — delivered major features; published on Google Play (link)

Client Engineer (Unity/C#)   Jul 2019 – Apr 2021
OneOneGames

- Built client features with **MVC architecture** and interactive UI, improving maintainability and iteration speed.

- Created **Python** tooling to automate repetitive dev/test tasks and improve delivery efficiency.

- Supported live operations by monitoring and querying **MySQL** data on **Tencent Cloud**, contributing to incident troubleshooting and data-driven fixes.

- **Selected Project:** Records of the Three Kingdoms (2D card battle game) — shipped from planning to launch on mobile & PC.

PROJECT EXPERIENCE

RongCrochet.ie — Full-Stack E-commerce Platform | React, Node.js, AWS, Stripe, Serverless
Live: *rongcrochet.ie /*

- Built a production e-commerce website with a reusable **React + Vite** component library to ensure consistent UI and fast iteration.

- Implemented a serverless backend with **Node.js/Express** on **AWS Lambda + API Gateway**, including input validation, error handling, and structured responses.
- Integrated **Stripe Checkout + Webhooks** for asynchronous payment confirmation and order state updates; sent transactional emails via **AWS SES** with failure-safe handling.
- Developed a **Python (Boto3)** CSV-to-**DynamoDB** ingestion tool with schema inference, data validation, and batched writes to support reliable product/catalog uploads.

ReelRoom — Shared Watchlist Web App | React, Tailwind CSS, AWS Lambda, DynamoDB, TMDB API, Vercel
Live: _reel-room_

- Built a responsive UI with **React + Tailwind CSS** for managing shared family watchlists across devices, including filters (unwatched/watched/cinema) and sorting (rating/date).
- Implemented RESTful APIs with **Node.js** on **AWS Lambda** (Serverless Framework) to support watchlist CRUD and user-specific views with validation and error handling.
- Integrated **TMDB API** for movie search/metadata and persisted watchlist data in **AWS DynamoDB** via clean domain models and API contracts.
- Integrated **OpenAI API** to generate personalised recommendations from watch history and ratings; set up **CI/CD with GitHub Actions** to deploy frontend (**Vercel**) and backend (**AWS Lambda**) using path-based triggers.

EDUCATION

University College Dublin   Sep 2022 – Sep 2023
MSc Computer Science

Xidian University   Sep 2015 – June 2019
Bachelor of Intelligent Science and Technology