

Angela Huang

+1 587-216-8621 | ay6huang@uwaterloo.ca | [linkedin.com/in/ayiranh](https://www.linkedin.com/in/ayiranh) | github.com/angykk

EXPERIENCE

Software QC/QA Engineer

Sept. 2024 – Dec. 2024

Interaptix Augmented Reality

Toronto, ON (Remote)

- Increased automated test case coverage by 180% using Cypress, by developing and implementing robust, adaptable test scripts.
- Designed automated repetitive test scenarios and edge cases, reducing manual regression testing efforts by 20%.
- Performed thorough functional and regression manual testing of mobile application and web application, identifying and reporting bugs to improve product quality and client experience.
- Took ownership of the bug resolution process by collaborating with developers to ensure fixes were implemented, conducted thorough retesting of issues, and enhanced test coverage by adding relevant automation tests.

End User Device Technician

Jan. 2024 – Apr. 2024

Toronto Transit Commission (TTC)

Toronto, ON

- Deployed the installation of software and drivers on over 1000 devices remotely using the CA IT Client Manager, enhancing deployment efficiency and reducing manual errors.
- Streamlined operating system installations and software deployment processes by employing Network PXE boots for automated imaging, significantly reducing installation downtime.
- Led the technical team in the setup and imaging of more than 1000 devices, achieving a deployment accuracy rate of 99% across multiple organization locations.

PROJECTS

Housing Proximity Mapper | *Javascript, Next.js, React, Tailwind CSS*

- Developed a web application using Next.js to search for and display points of interest (POI) around potential housing using the Google Maps API.
- Utilized various Google Maps API (Places API, Nearby Search API, Directions Matrix API) to retrieve information about nearby businesses and calculate accurate commute times to POI.
- Optimized state management to ensure smooth synchronization between user input with map component and markers, creating a intuitive user experience.

Password Manager | *Flutter, Dart, Firebase, Firestore*

- Led the development of a cross-platform password management application using Flutter, enhancing usability and performance across Android and iOS devices.
- Engineered robust user authentication and registration systems with Firebase Auth, significantly increasing security measures and reducing unauthorized access risk.
- Designed and integrated Firestore for high-security data storage solutions, implementing advanced encryption and compliance measures to protect user data effectively.

Sudoku Solver | *Java*

- Designed and implemented a sophisticated Java-based Sudoku solver using a back-tracking algorithm that efficiently identifies and corrects logical errors.
- Optimized puzzle-solving capability by developing advanced logic cycles and a dynamic guessing algorithm, enabling the system to adapt solutions based on potential number placements and backtrack if inconsistencies are found.
- Structured data using a 2D array to enhance the processing speed, achieving the capability to solve complex Sudoku puzzles in under 0.5 seconds.

TECHNICAL SKILLS

Languages/Frameworks: C++, Java, JavaScript, Next.js, React, Flutter, Dart, Tailwind CSS, Cypress, HTML/CSS
Developer Tools: Git, GitHub, VS Code, Eclipse, Jupyter Notebook

EDUCATION

University of Waterloo

Waterloo, ON

Bachelor of Applied Science in Computer Engineering, Honours, Co-operative Program

Sept. 2023 – May 2028

- Presidential Scholarship of Distinction (4.0+ GPA)
- Related Coursework: Algorithms & Data Structures, Fundamentals of Programming, Digital Computers, Digital Circuits and Systems, Electronic Circuits I, Numerical Methods, Communications in the Engineering Profession.