

James Huang

jhuang4647@gmail.com | 917-774-7027 | [LinkedIn](#) | [GitHub](#) | jameshuang.dev

Skills

JavaScript - TypeScript - Python - HTML - CSS - Sass - React - Next.js - Redux - Node.js - Express - Redux - MaterialUI - TailwindCSS - Bash - PostgreSQL - MongoDB - Jest - Playwright - Tensorflow - Keras - API - Git - GitHub - Postman - webpack - Vite - AWS (Lambda, DynamoDB, EC2, Elastic Beanstalk) - Docker - Babel - Vercel - CI/CD - Scrum - Agile

Experience

Software Engineer - Dev-Overflow

March 2024 - Present

- Write **Python** scripts with **Playwright** to scrape 20+ banking websites for newly published bank circulars, hashing circulars for storage in **DynamoDB** and triggering email notifications for subscribers using **Postmark**
- Automate scraping and notification processes using Python scripts and **AWS Lambda** handler functions, delivering client alerts within 12 hours of a new circular publication
- Refine individual scrapers and custom utilities, using **Python's unittest** to raise value and type exceptions at application layer for rapid identification of scraping failures, increasing backend test coverage by 63%
- Configure **GitHub Actions workflows** to automate testing and enforce code standards using **Bash scripts**, leading to a 93% reduction in manual intervention and simplifying the code review process
- Establish and document GitHub Actions workflow standards to foster high-quality CI practices, boosting team efficiency and shortening onboarding time for new developers

Software Engineer - OSLabs (open source)

May 2023 - March 2024

- Leveraged **React** to build a custom front-end components including, a file system, drag-and-drop elements, a collapsible tree visualizer and a code preview window, allowing the development of a feature-rich product
- Constructed **Express** server for high-performance **RESTful** application architecture to facilitate real-time folder and file creation using **Node.js** file system module, decreasing system failures and raising overall application stability
- Launched with **Node.js** runtime in **Electron** to leverage Chrome's V8 Engine for seamless Next.js file, component, and page endpoint creation across Windows, macOS, and Linux environments
- Built with **Vite** to enable efficient dependency handling and hot module reloading, resulting in 41% faster build times and 74% improvement in server cold start speeds
- Expanded **TypeScript** coverage by 85% to prevent runtime errors, strengthen compile-time type safety, simplify debugging, improve code quality and readability, and streamline the development process
- Applied **MaterialUI**'s extensive suite of customizable pre-built components and theming capabilities to optimize the styling process, resulting in faster development cycles and consistent design patterns

Open Source Contributions & Projects

Clearview - Chest Cancer Diagnosis Tool

- Developed a deep learning model in **Python**, leveraging Convolutional Neural Networks and image recognition, to achieve a 92% accuracy rate in detecting and classifying chest cancer types
- Utilized geometric and photometric data augmentation techniques to enhance data quality and model performance, reducing overfitting and bias

Alley - Tennis Court Locator

- Employed **Redux Toolkit** to design a compartmentalized store architecture for managing search filters, cached court data and user preferences, ensuring consistent data access across multiple containers
- Engineered **React Router** to enable URL-based routing for intuitive navigation of 15+ court locations, eliminating page reload transitions and minimizing server load by 23%

Education & Certifications

Stony Brook University - Bachelor of Arts in Biology & Minor in Health, Medicine, and Society

[AWS Solutions Architect Associate](#)

Speaking Events & Publications

Web Security Mechanisms - Bractlet Software Engineering Speaker Series

Supercharge Prototyping with NextSketch - Medium.com

Interests

Dragon Boat Racing - Lion Dance - Cooking - Snowboarding - Pickleball - Running - Handball - Rock climbing - TFT