

Wenlin Huang

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New Graduate Available for Software Engineer Full-Time Opportunities

Education

- Northeastern University** Seattle, WA
 - Master of Science in Computer Science* *Sept. 2016 – Dec. 2019 (Expected)*
 - **Key Courses:** Scalable Distributed Systems, MEAN Stack Web Development, Algorithms, Object-Oriented Design

Experience

- Red Hat OpenShift - OperatorHub.io** Boston, MA
 - Software Development Engineer Intern* *Jan. 2019 – May. 2019*
 - Built, packaged and verified required artifacts that allow Dynatrace OneAgent Operator to be easily deployed through OpenShift marketplace operator in OpenShift/Kubernetes cluster, and application pods to be created in target namespaces
 - Worked as a major contributor and maintainer of the operator-courier (<https://git.io/fjzjC>) project and added multiple features with unit/integration tests written
 - Set up continuous integration with Travis CI, so that builds are triggered on different events (pull requests, cron jobs, etc.)
 - Actively engaged with the open source community on GitHub in multiple projects by creating pull requests, doing code reviews, and submitting issues
- Amazon Web Services - AWS CodeBuild** Seattle, WA
 - Software Development Engineer Intern* *Feb. 2018 – Apr. 2018*
 - Implemented semantic versioning feature for CodeBuild so that customers can version their build output artifacts in buildspec
 - Added support for different format combinations including plain text, environment variables, executables and date format that maximizes customization for end users (Golang)
 - Configured GitVersion in Dockerfile for all CodeBuild curated images so that it can be used out of the box as an executable
 - Added unit tests and integration tests (cucumber) that ensures all features work end to end as expected

Academic Projects

- Distributed Ski Data Processing Engine** *Sept. 2017 – Dec. 2017*
 - Built a multi-threaded client that simulates up to 800k concurrent POST/GET requests being sent to server
 - Handled concurrent requests with multiple server instances (EC2) with a load balancer (ELB)
 - Added a metrics-capturing system using the publish-subscribe pattern, where raw metrics are calculated and sent to RabbitMQ, received by another server from the queue, and processed for data analytics
 - Rewrote the server-side logic in Node.js and replaced the original scaled server instances with AWS Lambda
- Multiplayer Tic-Tac-Toe Game Platform** *Jul. 2017 – Aug. 2017*
 - Developed an online Tic-Tac-Toe platform using the MEAN Stack that allows users to play with either the computer or another player online
 - Built the website front end with AngularJS, created RESTful API endpoints with Node.js, and used MongoDB as data store
 - Incorporated Socket.IO into the project which enables real-time communications between multiple connected clients in an online game
 - Used Facebook/Google Sign-in services for social login and consumed a third-party Tic-Tac-Toe API for recommendations of computer moves
- Algorithms Course Projects** *Feb. 2016 – Apr. 2016*
 - Established a computational model to estimate the value of the percolation threshold via Monte Carlo simulation using the Union-Find Algorithm
 - Implemented an efficient, sorting-based algorithm to find every line segment that connects a subset of 4 or more of the points in the plane
 - Developed a solution to the 8-puzzle problem using the A* search algorithm

Technical Skills

- **Languages:** Java (Proficient), Python, JavaScript, Ruby, Go, Scala, C, Racket, SQL
- **Cloud Technologies:** Docker, Kubernetes, OpenShift, Amazon EC2, Amazon S3, AWS Lambda, Heroku
- **Web Frameworks:** Bootstrap, AngularJS, Node/Express.js, Django, Ruby on Rails
- **Databases:** MySQL, SQLite, MongoDB, DynamoDB