Wenlin Huang

(650) 567-6624, huang.wenl@husky.neu.edu, 129th Pl NE, Bellevue, WA 98005 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

OfferUp, Inc - Autos Team

Bellevue, WA

Backend SDE Intern

May. 2019 - Present

- Migrated promotion package tracking system from spreadsheet to Django Admin, backed by RESTful APIs and DynamoDB
- Provisioned AWS resources with Terraform, and enabled versioning for promotion package audit history with DynamoDB Transactions API

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 frond 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
- Developed a solution to the 8-puzzle problem using the A* search algorithm

Technical Skills

- Languages: Java, 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