

Wenlin Huang

(650) 567-6624, huang.wenl@husky.neu.edu, W Mercer Street, Seattle, WA 98119
Seeking **SDE/Web Developer (Back-end)** Internship: May - Aug. 2018

Education

Northeastern University - Seattle

Seattle, WA

Master of Science in Computer Science

Sept. 2016 – Dec. 2018 (Expected)

- **Key Courses:** Distributed Systems, MEAN Stack Web Development, Algorithms, Object-Oriented Design

Shanghai Normal University

Shanghai, China

Bachelor of Business Administration in E-Commerce

Sept. 2011 – Jul. 2015

- **Key Courses:** Algorithms and Data Structures, Database Systems

Technical Skills

- **Languages:** Java (Proficient), JavaScript, Ruby, Python, Racket, C, SQL
- **Databases:** MySQL, SQLite, MongoDB, DynamoDB
- **Frameworks/Technologies:** Bootstrap, AngularJS, Node/Express.js, Rails, Git, Amazon EC2

Academic Projects

- **Distributed Ski Data Processing Engine** *Sept. 2017 – Nov. 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 Model, where raw metrics are generated and sent to RabbitMQ, received by another server from the queue, and processed for data analytics
 - Efficiently generated statistics (mean/median/99th percentile latency) for each timestamp of up to 800k records, and visualize these data with matplotlib
- **Multiplayer Tic-Tac-Toe 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
 - 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
- **Space Invaders** *Oct. 2016 – Nov. 2016*
 - Designed and developed the data structures and features of the game in Racket by applying the design recipe
 - Refactored and further extended the game by intensively using higher-order functions
 - Created unit tests with 100% code coverage
- **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

Experience

- **Venus Software Corporation** *Shanghai, China*
 - *Web Development Intern* *Oct. 2015 – Jan. 2016*
 - Designed and developed a WeChat news pulling/pushing system with Spring MVC and Hibernate, and a mobile-friendly news feed with jQuery Mobile
 - Participated in the development of an EDM (Email Direct Marketing) system using Ruby on Rails
 - Fixed various bugs and cross-browser compatibility issues during development and integration process