Wenlin Huang

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Available for **SDE/Web Development (Back-end)** Internship: **Summer/Fall 2018**

Education

- **Northeastern University** Seattle, WA
  Master of Science in Computer Science *Sept. 2016 – May 2019 (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

Experience

- **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 their buildspec
  - Added support for different format combinations including plain text, environment variables, and executables 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 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

Technical Skills

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