

# Wenlin Huang

(650) 567-6624, [huang.wenl@husky.neu.edu](mailto:huang.wenl@husky.neu.edu), W Mercer Street, Seattle, WA 98119  
Available for **SDE/Web Development (Back-end)** Internship: Summer/Fall 2018

## Education

### Northeastern University - Seattle

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

## Technical Skills

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

## 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 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 for our team during the development process