Justin Huang







Auckland

Career Objective

I am currently a penultimate software engineering student studying at the University of Auckland. I am looking for a role where I am involved in full stack development or where I am involved in developing technological solutions for the issues in our world today. I am passionate about problem solving by developing solutions all the way from planning and building extending into testing.

Education

BE (Honours) Software Engineering at University of Auckland

2021 - Current

Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Software Quality Assurance, Software Architecture, Networks and Security, Microcomputers and Embedded Systems

Study Abroad Exchange Programme at Yonsei University

2023

Relevant Coursework: Computer Architecture, Computer Vision, Next Generation Networks

Technical Skills_____

Java

- First gained experience in **Object Oriented Programming** through building several small projects.
- Have continued to use Java in various projects while improving my understanding of the many concepts including RESTful APIs and SOLID principles.

HTML

- Learnt the concepts of how a webpage is structured and the idea of objects that make up the webpage.
- Also developed skills in back-end, learning how to structure a database and integration with the front-end.

Languages: Python, SQL, MATLAB, CSS, C/C++, XML, JavaScript, C#, Assembly, React

Technologies: Git, Android Studio, J-Unit, JavaFX, MongoDB, Unity, PyTorch

Concepts: Agile, SOLID principles, design smells, testing, software metrics, version control, concurrency

Project Experience

Mobile store application project at University of Auckland

- Took part in a project developing a mobile application in **Android Studio**.
- Focused on front-end development for the application utilising skills learnt in UI/UX design.
- Applied software development concepts, including SOLID principles and design patterns.
- Conducted testing of the application and generated a quality report upon project completion.

Pacemaker model project at University of Auckland

- Worked in a small group to develop a pacemaker model using technologies including a Nios II FPGA board and Intel Quartus Prime Software.
- Applied knowledge in **C** language to code and integrate pacemaker design.
- Developed valuable knowledge of the cardiovascular system and pacemaker technologies.
- Exhibit understanding in developing a critical real time system using a synchronous approach.

Image stitching project at Yonsei University

- Developed a **Python** program for creating panoramic images from multiple similar images.
- Applied computer vision concepts to achieve image stitching.
- Learned and implemented image manipulation techniques, including warping and stitching.
- Produced a detailed report analysing the results of the implementation.
- Successfully met a challenging deadline for project completion.

Work Experience

Front of House (Waiter) at Red Pig

June 2021 - February 2023

Provided exceptional customer service, fostered effective communication within the team, and upheld a clean and inviting dining environment to enhance the overall customer experience.

Store Assistant at Tank

November 2021 - February 2022

Worked as a store assistant, handling responsibilities such as taking orders, preparing orders, food preparation, managing the storeroom, handling accounting tasks, and ensuring a clean and organized environment.

Academic Tutor at My Tuition

March 2021 - November 2021

Worked as an NCEA tutor for high school students, where my responsibilities encompassed planning and scheduling lessons, supporting students in their studies, and offering feedback on their ongoing progress.

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Skills Demonstrated: Adaptability, Critical Thinking, Problem Solving, Teamwork, Self-Starting, Quick Learning, Communication, Attention to Detail

Interests

Hobbies: Travel, food, music, video games, game development