

JEFFREY HUANG

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Summary

Motivated, detail oriented and reliable team player who is always willing to learn. Experience working on multiple projects at once in fast paced team environments. Other work includes nanobots, self-driving cars and video games.

Skills

PROGRAMMING

C++
Java
HTML
CSS
JavaScript
Matlab
Assembly

TECHNOLOGIES

Bootstrap
Git
JIRA
jQuery
OpenCV
Email Marketing
Android
Microcontrollers

Experience

Engineer

University of Waterloo Nano Robotics Group

Sep 2016 - Current

- Build innovative, competition-winning microbots smaller than the width of a strand of hair
- Conceptualize new robot ideas and verify feasibility of the design
- Prototype, fabricate and test robots using cutting-edge microfabrication procedures
- Lead the design of a high-speed amplifier crucial to the development of the team's first fully-fluid robot
- Work tightly with the controls team to ensure that the hardware and software work in unison

QA Analyst

ICF Olson

May 2017 - Aug 2017

- Thorough end-to-end testing of websites and mobile apps across different environments
- Designed and wrote detailed test cases based on given business requirements
- Found, logged and tracked defects, assigning the severity of the issue as appropriate
- Executed and maintained automated SQL scripts to create data analysis reports
- Worked tightly with multiple teams to ensure delivery of a flawless product
- Placed 3rd in the company's annual innovation challenge

Digital Solutions and Marketing Intern

Witmart

Jul 2016 - Aug 2016

- Expanded company's international presence by growing their digital solutions and trademarking business
- Developed and tested websites and mobile applications according to customer specifications
- Optimized digital marketing campaigns, improving paid and organic search rankings and ROI
- Created and deployed email marketing campaigns to increase brand visibility
- Assisted in planning and execution of company rebrand, working on creative design, site content, copywriting and more

Projects

Object Tracking Car

Jan 2017 - Current

- A car that identifies an object, tracks it and follows it on its own
- Built in Python using the OpenCV library

Motion Based 2048 Game

Jan 2017 - May 2017

- Android app based off the popular game "2048"
- Uses intuitive hand gestures to control the blocks

Awards & Certifications

Mobile Sites Developer

Google

Snowboard Instructor

Canadian Association of Snowboard Instructors

Education

University of Waterloo

B.A.Sc, Computer Engineering
2016-2021 (Expected)

Ranked 6th in most recent school term

St. Francis Xavier S.S.

International Baccalaureate Diploma
2012 - 2016

Relevant Courses: Fundamentals of Programming (C++, OOD), Engineering Design w/ Embedded Systems (Java, Android, Software Design Principles), Digital Computers (Assembly), Algorithms and Data Structures