Nigel Huang

nigel.huang@ryerson.ca | (416) 821-7261 | https://github.com/nigel5

Education

- **Ryerson University** Expected: May 2022
  Bachelor of Engineering, Computer Engineering (GPA: 4.14 / 4.33)
  Extracurriculars: Academic Tutor at Student Learning Support, Web Developer at Ryerson AI

Skills

- **Languages**: C, C++, JavaScript, Python, Java, SQL
- **Platforms / Tools**: Google Cloud Platform, Node.js, Git, Docker

Professional Experience

- **Royal Bank of Canada (RBC)** May 2020 - Aug 2020
  Quality Engineer Intern, Data Centre Infrastructure & Strategy
  - Implemented a custom automation testing suite in JavaScript which reduced the time spent on manual QA regression testing by 83%.
  - Decreased the turnaround time for production upgrade from 1 week down to 2 days through an initiative, including training sessions, to automate repetitive work.
  - Experienced team member in Agile processes through daily stand-ups, sprints, and requirement gathering with product owners and software developers.

- **Loadlink Technologies** May 2019 - Aug 2019
  Software Developer Intern, Operations
  - Architected a new REST API for integration between Salesforce and MS SQL Server which reduced customer wait times by 5 minutes.
  - Developed and deployed Salesforce applications (JavaScript) to be used by 20 customer service representatives.
  - Created an internal knowledge base website (Python, MkDocs) which aided in the maintenance and migration of mission critical SSIS packages.

Projects

- **Ocurl (One Click URL)** https://ocurl.io Node.js | Apache Cassandra | Redis | Docker
  Free fast web service for shortening URLs. 50+ daily active users. Available for developers as a REST API, and end users as a Discord bot or Chrome extension.

- **Obstacle Avoidance Robot** Arduino | C
  Utilized two HC-SR04 ultrasonic sensors to develop a robot that avoids obstacles and adapts to speed depending on environmental conditions with Arduino.

- **Arcade Space Shooter Game** Python | Pygame | Object Oriented Programming
  Developed a game consisting of modular features: player controls, targeting systems, enemy spawning, and varying difficulty levels.