Nigel Huang

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EDUCATION

Ryerson University   **Toronto, ON**
Bachelor of Engineering, Computer Engineering   Expected May 2022
- GPA: 4.16 / 4.33
- Certified tutor for electric circuits, calculus, software systems, digital logic.

EXPERIENCE

Royal Bank of Canada   **Toronto, ON**
Quality Engineer Intern   May 2020 - Present
- **Automation**: Currently developing a testing suite in JavaScript which will reduce the time spent on regression testing by up to 80%.

Loadlink Technologies   **Mississauga, ON**
Software Developer Intern   Apr 2019 - Aug 2019
- **Workflows**: Built business logic using process builder and flow. Implemented triggers and classes for various ecommerce applications with Java, SQL.
- **Salesforce**: Developed custom Lightning applications (JavaScript) to be used by a team of 20 customer service representatives.
- **Integration**: Created an API which sped up customer wait times by 5 minutes.
- **Migration**: Maintained mission critical SSIS packages and created an internal knowledge base website (Python) to aid in the migration of the platform.

LEADERSHIP

Ryerson Artificial Intelligence   **Toronto, ON**
Web Developer   Sep 2019 - Present
- **React**: Developed a responsive team website and optimized SEO to reach average Google Search ranking of 6.5; site visitors up by 30%.
- **DevOps**: Supported the engineering team by creating CI/CD pipelines for automatic deployment on GitLab.
- **GraphQL**: Integrated NetlifyCMS, a headless GraphQL content management system, with the team website for 2 team members to easily manage content.
- **Workshops**: Designed Python Jupyter Notebooks for a machine learning workshop which was attended by 140 students.

PROJECTS

Temperature Forecasting
- **Data Visualization**: Cleaned up, visualized, and transformed a time series dataset in Python, Pandas, seaborn.
- **Training**: Trained a model with 78% accuracy using Facebook Prophet and published a tutorial on GitHub.

Classic Space Shooter Game
- **Python Pygame**: Created player controls, sprite classes, enemy generation, and targeting systems.
- **Object Oriented Programming**: Added modular features such as powerup items, high score, and varying difficulty and damage of enemies**.**

SKILLS

Languages: JavaScript, Python, Java, C/C++, SQL.

Platforms and Tools: Google Cloud Platform, Salesforce, ServiceNow, Node.js, JUnit, Git.