

# Nigel Huang

nigelhuang2000@gmail.com | (416) 821-7261 | Markham, ON, Canada | <https://github.com/nigel5>

education	<b>Ryerson University</b> , Toronto, ON Bachelor of Engineering, Computer Engineering (cgpa: 3.89 / 4.00)	Sep 2018 to May 2022
experience	<b>Royal Bank of Canada</b> , Toronto, ON <i>Quality Engineer Intern</i>	May 2020 to Present
	<b>Student Learning Support, Ryerson</b> , Toronto, ON <i>Professional Tutor</i>	Dec 2019 to Present
	<ul style="list-style-type: none"><li>• Provided one on one tutoring for university level STEM courses</li></ul>	
	<b>Ryerson Artificial Intelligence</b> , Toronto, ON <i>Web Developer</i>	Sep 2019 to Present
	<ul style="list-style-type: none"><li>• Used React, HTML, CSS, and Material UI to build a responsive team website</li><li>• Optimized site SEO to increase the average Google search ranking from 68 to 8.3</li><li>• Integrated content management system which utilized GraphQL</li></ul>	
	<b>TransCore Link Logistics</b> , Mississauga, ON <i>Software Developer Intern</i>	Apr 2019 to Aug 2019
	<ul style="list-style-type: none"><li>• Developed automation tools on Salesforce with Lightning (JavaScript) to greatly speed up operations</li><li>• Maintained mission critical SQL Server SSIS packages and ETL integrations</li><li>• Fixed bugs, optimized SQL queries, and wrote white box unit tests in Apex</li></ul>	
projects	<b>Polling System Backend - Hack the Valley 2020</b> <ul style="list-style-type: none"><li>• Wrote Google Cloud Functions for integration for Firebase database</li><li>• Designed the database schema and API endpoints (used Node.js, Firebase SDK)</li></ul> <b>Chat Bot Backend</b> <ul style="list-style-type: none"><li>• Implemented a real time chat system using Flask, App Engine, and WebSockets</li><li>• Developed Angular services which consumed the RESTful API</li><li>• Utilized Google Cloud Firestore database for storage of conversation history</li></ul> <b>Temperature Forecasting Model</b> <ul style="list-style-type: none"><li>• Cleaned up, visualized, and transformed a time series dataset to create a model with 78% accuracy using Facebook Prophet</li><li>• Utilized Python, Pandas, scikit-learn, and seaborn</li></ul> <b>Python Space Shooter Game</b> <ul style="list-style-type: none"><li>• Created player controls, sprite classes, enemy generation, and targeting systems</li><li>• Added modular features such as powerup items, scoreboard, and varying difficulty</li></ul>	
languages	Python, Java, JavaScript, C/C++, SQL	
platforms/tools	Node.js, Salesforce, Google Cloud Platform, JUnit, Git	