PERRY HUANG

Full-Stack Software Engineer

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SKILLS

Programming Languages

JavaScript
Python
HTML, CSS

Technologies

React	MongoDB
NodeJS	Mongoose
Django	Git
Express	GitHub
PostgresQL	Bootstrap
SQL	Handlebars
jQuery	Sass

Other Programs

Arduino	Keyshot
AutoCAD	MATLAB
Creo	SolidWorks

EDUCATION

Northeastern University - Boston, MA
Bachelor of Science,
Mechanical Engineering
GPA: 3.78 / 4.0 - Magna Cum Laude
2014 – 2018

Bimodal Bone Stimulation Device
Capstone Design Project

- Worked closely with four other engineers to develop concept into functional prototype
- Designed, prototyped and iterated a bimodal bone stimulation device for ICU infants using vibration and e-stim
- Voted best project in our track by panel of 9 jurors

PROJECTS

- *IRONMAN Fit* – Social fitness app where users can log workouts and share it to a live feed for other users to see. Back end API built with Django and PostgresQL. Front end built with React, JavaScript and Bootstrap.
- *Mass Martial Arts* – A crowdsourced library of martial arts gyms in the Greater Boston Area. Back end API built with Express, MongoDB and Mongoose. Front end built using HTML/CSS, Handlebars, jQuery and Bootstrap.
- *DevSpot* – Team project built completely remote with 3 other engineers, a social networking app for software devs. Back end API built with Express, MongoDB and Mongoose. Front end built with React, JavaScript, Bootstrap.
- *Tic Tac Toe* – A single-page game application built on a RESTful API which stores user account information, game states and allows for token authentication. Game logic, menu animations, modals and UI flow all developed with JavaScript, jQuery, Ajax and Bootstrap.

EXPERIENCE

Software Engineering Immersive Fellow June 2020 – Sept 2020
General Assembly

- A flagship full-time, 500+ hour, 12 week intensive course on the fundamentals of computer science and full-stack software development
- Built 4 full-stack applications from the ground up (1 team-based project)
- Immersed in industry best practices and workflow, including git version control, code refactoring, product development life cycle, scrum, daily standups

Mechanical Engineer Intern Nov 2019 – June 2020
SharkNinja

- Directly involved in agile engineering development of new generation consumer products across the Ninja brand through scrum and daily stand ups
- Designed, prototyped and iterated several production features of best in class Ninja kitchen products
- Communicated innovative engineering designs through collaboration with Product Development, Marketing, Food Science and Culinary cross-functional teams through CAD layouts, proof of concept models and rapid prototypes
- Hacking and teardown of competitor products to reverse-engineer features
- Evaluated and iterated designs for key performance indicators (KPIs), quality, consumer satisfaction and cost-effectiveness

Automotive Design Co-op Jan 2017 – June 2017
Bosch

- Designed and constructed electromechanical test system capable of testing and recording data for different configurations of prototype valve
- Developed test specifications to monitor key performance metrics of valve
- 3D designed and machined prototype valve parts by lathe, mill and 3D printing
- Documented, analyzed and presented weekly data to team and recommended design improvements

Medical R&D Co-op Jan 2016 – June 2017
NxStage Medical

- Aided in the development of next generation kidney dialysis machine through validation and verification
- Wrote and documented weekly technical reports on viability of designs and test results