

# PERRY HUANG

Full-Stack Software Engineer

📍 Boston, MA

✉ perryhuang@gmail.com

☎ 857-939-1502

💻 <https://perryhuang.github.io>

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## SKILLS

### Languages

JavaScript

Python

HTML

CSS

### Technologies

React MongoDB

Redux Mongoose

NodeJS Git

Django GitHub

Express Bootstrap

PostgreSQL Handlebars

SQL Sass

jQuery Heroku

Postman

### 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**

*Capstone Design Project:*

*Bimodal Bone Stimulation Device*

- 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

## SOFTWARE ENGINEERING PROJECTS

### Energy

Oct 2020

- App that renders current weather, time, random HD wallpaper and an inspirational quote, inspired by my favorite Chrome extension, Momentum. Built using **React**, Moment.js and **3<sup>rd</sup> party APIs**: Unsplash API, OpenWeather API, Inspirational Quotes API

### IRONMAN Fit

Sept 2020

- 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**.

### DevSpot

Aug 2020

- Team project developed 100% remotely 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**.

### Mass Martial Arts

July 2020

- 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**.

### Tic Tac Toe

June 2020

- 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, agile and scrum frameworks, and 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

### 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

### Medical R&D Co-op

Jan 2016 – June 2016

#### *NxStage Medical*