Tony Huang

Talented software engineer with 2 years of experience in fast-paced startups. Aiming for a challenging role which makes use of my exceptional technical skills, attention to detail, strategic thinking and leadership potential

Contact

(778) 697-5488 tonyth00@gmail.com linkedin.com/in/huangdy Vancouver, BC

SKILLS

PROGRAMMING

Java, C++, Python JavaScript, HTML, CSS Android

LIBRARIES/FRAMEWORKS

MongoDB, Express, AngularJS, NodeJS jQuery, Bootstrap OpenGL, OpenCV

SOFTWARE

Eclipse, Android Studio Git, GitHub Windows, MacOS, Linux

LANGUAGES

English, Mandarin, Cantonese

EDUCATION

B.E. AEROSPACE ENGINEERING (HONS) B.S. COMPUTER SCIENCE

UNIVERSITY OF ADELAIDE | 2011 – 2015

- GPA: 6.6/7.0
- Thesis Awards | 2014
- Best Fluid Mechanics Research Project
- Best Aerodynamics Project
- Airbus Fly Your Ideas Award
- DFEEST Defense Scholarship, 2013
- Summer Research Scholarship, 2012

EXPERIENCE

SOFTWARE ENGINEER | PixelForce May 2016 – Apr 2017 | Adelaide, Australia

- Exceeded client targets for gesture recognition algorithm in fitness tracking app, surpassing requirements by 20% in speed and 14% in detection accuracy
- Drove the project towards cross-platform development resulting in smooth software integration between Android and iOS
- Integrated project with mobile analytics platform Crashlytics to promptly handle bugs on the user side

MOBILE DEVELOPER | Huatune Technologies Ltd. Jun 2015 – Apr 2016 | Shanghai, China

- Integrated advanced panorama and filtering modules into the camera app for the startup's upcoming smartphone
- Overhauled camera app UI through detailed collaboration with UX/UI designers
- Regular pair programming in agile methodologies ensured thoroughly reviewed code that was less prone to error and technical debt

JUNIOR MANAGER | Boxline Automation Inc. Jun 2017 – May 2018 | Hebei, China

- Revised manufacturing process of automated packaging machines by identifying redundancies and inefficiencies in production line using 6S methodology
- Streamlined the workflow of client deliverables to prevent project delays