Jen-Wei (Will) Huang

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Skills

- **Programming Languages:** Python, JavaScript, C, HTML, CSS, Java, C#, Shell, SQL, NoSQL, Solidity
- **Tools:** Git, React, PyCharm, Visual Studio, Docker, Firebase, Node.js, Qt
- **Others:** DevOps CI/CD(Github Actions), Blockchain, Software Testing, Agile and Scrum, Linux

Experience

- **Software developer** May 2024 - present
  Siemens EDA *Saskatoon, SK*
  - Designed, planned, and implemented various tests for the software to ensure liability, and created custom test suite for different customers' needs.
  - Developed a testing framework for easier access with unit tests, regression tests, and GUI testing.
  - Automated GUI testing and regression tests using Squish, bash, and python.
- **Software developer intern** May 2021 - Aug 2022
  Nanalysis Scientific Corp. *Calgary, AB, Canada*
  - Implemented multiple NMR experiments by designing a user-friendly frontend, creating a reusable backend to manage diverse parameters, and developing efficient APIs for communication.
  - Collaborated with the quality assurance team to automate the deployment process, leveraging JIRA API to document issues systematically, ensuring a error-free system ready for deployment.
  - Optimized real-time visualization of NMR spectra with Matplotlib by implementing an algorithm for efficient continuous data point plotting, resulting in significantly improved performance.
  - Automated RF tests on the embedding system, generating detailed graphical reports for analysis, eliminating the need for manual testing.
- **Capstone software team lead** Sep 2020 - Apr 2021
  Engineering for Kids *Calgary, AB, Canada*
  - Led a dynamic team of 4 electrical engineering students, integrating hardware GPS information with Google Map APIs to visualize item location and provide precise location tracking capabilities.
  - Engineered a user-friendly, scalable, and robust website using React and Firebase with Google authentication, enhancing usability and creating an effective user experience.
  - Engaged in the complete software development lifecycle from requirement gathering and analyzing to design and development with Agile methodologies for faster project execution and higher quality.

Projects

- **Pictionary: Real-time Multiplayer Browser Game**
  - Developed a captivating browser game, enabling multiple users to engage in real-time gameplay.
  - Designed an intuitive and visually appealing user interface using HTML, CSS, and React, coupled with a real-time canvas feature for seamless drawing and display of sketches using P5.
  - Implemented RESTful APIs with Express to facilitate communication between the frontend and backend, ensuring smooth gameplay and responsiveness.
  - Created a scalable and reliable database using Firebase to store user information and game data.
- **NFT minter: Fast and reliable tool for minting NFTs**

- Automated the minting process of NFTs on Ethereum and Polygon, achieving an 80% success rate by using Alchemy and web3 APIs for active blockchain monitoring and simultaneous transaction creation.
- Conducted in-depth analysis of multiple NFT smart contracts through reverse engineering, fine-tuning the software based on project specifics to enhance overall performance.

Education

- **Bachelor of Science in Software Engineering** Sep 2017 - Feb 2023
  University of Calgary *Calgary, AB, Canada*
  - With Distinction; Dean's List (2020-2021)

Note

- **Thank you for reading this far, but this is a bit outdated ;)**

  Feel free to reach out to me with me email!