

WeiJun Huang

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Fast learner, self motivated individual and team player who is seeking a career in building modern and user-friendly web applications. Passionate about data driven and design, experiences in designing clean applications that help people by making tasks more efficient. Building variety of apps has opened the door for learning new technologies and has made me a stronger engineer today.

TECHNICAL PROJECTS

E-Commerce: Ebay Clone - [Github](#) | [Demo](#)

- + Implemented front-end architecture using React-Redux and react router for a flexible single-page application.
- + Integrated client-side requests and server responses using REST APIs and ensured logical data flow.
- + Used PostgreSQL for persistent data storage and flexible data model.

Tools/Tech : HTML5, CSS3, JavaScript, Bootstrap, React/Redux, Heroku, PostgreSQL, Ruby, Rails, Ebay API, Speech-Recognition, Stripe, Action-mailer

Blog Application: YelpCamp - [Github](#) | [Demo](#)

- + Developed a yelp-like application on the MERN stack. The front-end is developed using HTML, CSS, JS and back-end used MongoDB, NodeJS.
- + Understanding the ins and outs of HTTP request -REST.
- + Implemented user authentication using Authorization.

Tools/Tech : HTML5, CSS3, JavaScript, Bootstrap, NodeJS, NPM, ExpressJS, EJS, REST, MongoDB, Authentication, PassportJS, Authorization, Heroku, mLab, Mongoose

Search Engine: Metube - [Github](#) | [Demo](#)

- + Used HTML and CSS in the development in front end of the application
- + Exposure to create SPA using ReactJS by using the concept of virtual dom.
- + Took part of backend data processes

Tools/Tech : HTML5, CSS3, JavaScript, Bootstrap, React, Heroku, PostgreSQL, Ruby, Rails, Youtube API

Mario-like: Dodge Game - [Github](#) | [Demo](#)

- + Developed a 2D Mario-like game in Phaser3, using vanilla Javascript
- + Implemented game leader board with Rails as the backend
- + Took part in creating character/object art and sprites
- + Tested game and resolved bugs

Tools/Tech: Javascript, HTML, CSS, Ruby on Rails, Phaser3

TECHNICAL SKILLS

JavaScript, Java(Core, Swing), Ruby, C++, C#, HTML5, CSS3, React/Redux, jQuery, BootStrap 4, Node.js, SQL, Rails, Mysql, Oracle Express, MongoDB, mLab, Sqlite, PostgreSQL, Git, Eclipse, Atom, Visual Studio Code, Phaser3, Cloud9, Unity

EMPLOYMENT HISTORY

ZoneManhattan, Bronx, NY

Office Manager, April 2017 - October 2018

- + Updated, maintained and managed data system
- + Managed schedules and organized office functions
- + Handled internal and external inquiries for information

ZT SYSTEMS, Secaucus, NJ

Operation Coordinator, July 2010 - January 2013

- + Managed SBT data system.
- + Prepared and provided asset tags to data center on a daily basis.
- + Collected accurate information, document unresolved issues and work with account manager to resolve those issues.

EDUCATION

Flatiron School - 15-week immersive Full-Stack Software Engineering program, 2019

Queens College, Queens NY - B.A. Computer Science, 2016

Stony Brook, Stony Brook NY - B.S. Applied Mathematic and Statistics, 2010