

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 design, experiences in designing clean applications that help people by making tasks more efficient. Building a variety of apps has opened the door for learning new technologies and has made me a stronger engineer today.

TECHNICAL PROJECTS

E-Commerce: Ecom-Shop - [Github](#) | [Demo](#) (login: wei@gmail.com, password: 1234)

- + 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 API, Action-mailer

Blog Application: YelpCamp - [Github](#) | [Demo](#) (login: wei@gmail.com, password: 1234)

- + 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](#) (login: wei@gmail.com, password: 1234)

- + 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-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, April 2019*

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

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