WANJING HUANG

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TECHNICAL SKILLS

- Python, Java, JavaScript, Haskell, C, C++, SQL, HTML&CSS, ES6+,
- ReactJS, NodeJS, Express JS, MongoDB, SpringBoot, RESTful APIs
- AWS Practitioner, Jenkins, Docker, Kubernetes, Postman
- SDLC
- Version Control, Process modelling tools
- Knowledge of Microservice, Cyber Security
- VS Code, Eclipse, IntelliJ, Unity, Wireshark, Adobe XD, Photoshop

EDUCATION

HONORS BACHELOR OF SCIENCE, COMPUTER SCIENCE -SOFTWARE ENGINEERING

UNIVERSITY OF TORONTO, TORONTO CANADA

SEP 2015 - JUN 2020

WORK EXPERIENCE

QUALITY ASSURANCE INTERN, NETEASE, HANGZHOU, CHINA

AUG 2019 - DEC 2019

- Involved in the **agile** development cycle of the mobile Role-playing game, in touch with technology stack include Python, C++, Lua, Jenkins, SVN, Unity.
- Conceptualized, planned, launched test plans, scenarios for **2 big features** and detail functionalities at each sprint with the planner team and developer team.
- Developed testing scripts and configured testing environment for 200+ different tests
- Implemented automated tests to verify features under different scenarios, requirements and business logic
- Implemented game manager command panel in C++ to allow integrate 50+ APIs to user interface
- Troubleshooted software bugs, defects and potential issues. Conducted updates suggestions to improve usability, function, and performance of the game. Documented **1900+ bug report and tickets** during 4 major deployments.

PROFESSIONAL EXPERIENCE

NUXPERT - FRONTEND DEVELOPER

JAN 2019 - APR 2019

- Designed the **Nutrition label recognizer** application architecture as well as creating a high-fidelity frontend prototype using Adobe XD
- Implemented home pages and core components using ReactJS
- Integrating with **Google Optical Character Recognition** and external APIs to detect and display detailed information
- Integrated backend **RESTful APIs** with React frontend to handle user login, file upload, keyword search, PDF generation and storage upon authenticated request
- Validated and improved the application with enhanced performance, security, and compatibility with different browsers, devices or operating systems

MOZILLA ADDON-SERVER - BACKEND DEVELOPER

DEC 2019 - APR 2020

- Identified and analyzed the **project structure** and produce **UML/ER diagrams** for Django project
- Design API endpoints and table relationship, create acceptant test cases and unit test in Python
- Developed APIs for supporting authenticated users to perform vote actions on Mozilla addon-server reviews
- Developed the automated testing for the voting APIs to ensure functionality and user experience as well as feature requirements