

Perry Huang

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EDUCATION

University of British Columbia

Bachelor of Science in Computer Science

Sep 2022 – May 2026

Vancouver, BC, Canada

EXPERIENCE

Software Engineer Intern

Stanford Health Care

Jun 2025 – Aug 2025

Newark, CA, USA

- Developed a full-stack internal web application using React, TypeScript, Node.js, and Python to automate Stanford Health Care's vendor security questionnaire workflow for 25+ monthly submissions, reducing review turnaround time by over 80% compared to the prior manual Word and Excel process
- Architected and deployed containerized services on Azure Container Apps with separate frontend and backend Docker images, integrating CosmosDB and OpenAI for scalable, production-grade infrastructure
- Integrated a conversational AI assistant to guide vendors through questionnaires, clarify security terminology, and flag compliance gaps, accelerating submissions and reducing reviewer support workload
- Built a reviewer dashboard to filter, search, and parse questionnaire submissions including legacy formats, automating data extraction and improving review throughput

Fullstack Developer Intern

NextGen Kitchens

Jan 2024 – Aug 2024

Vancouver, BC, Canada

- Developed and deployed a kiosk solution serving over 1,000 weekly active users at an early-stage startup, using TypeScript, Node.js, Firestore, and Square API, with a React Native frontend powered by Redux
- Reduced Firebase Cloud Function errors by ~50% via fallback mechanisms for payment webhooks, improving API reliability and minimizing failed transaction retries during peak hours
- Integrated Stripe and Square APIs into the React Native mobile app to support Google Pay and Apple Pay, ensuring seamless payment processing across Android and iOS
- Built a Vue.js financial reporting tool integrated with Square and Stripe for sales tracking, refund processing, and payment splitting

Mobile App Developer

UBC BEST

Oct 2023 – Aug 2024

Vancouver, BC, Canada

- Built an accessibility-focused React Native app with secure MongoDB integration, featuring rehabilitative games for multiple sclerosis patients
- Designed and implemented a real-time binary data streaming pipeline over Bluetooth between an ESP32 sensor glove and the mobile app in C++, translating raw sensor input directly into in-game actions

Teaching Assistant

University of British Columbia

Jan 2024 – Dec 2025

Vancouver, BC, Canada

- Led weekly Java labs for 60+ students, covering OOP principles, modular design, debugging, and software testing good practices

TECHNICAL PROJECTS

Archipelago | C++, OpenGL, Dear ImGui

Jan 2026 – Apr 2026

- Collaborated with five teammates to architect and develop a 2D top-down role-playing game in C++ with a custom OpenGL engine
- Implemented Poisson disk sampling to place resources and enemies across the game map, guaranteeing minimum separation distance to prevent clustering
- Profiled rendering and collision systems with Superluminal, identifying $O(n^2)$ bottlenecks, resolved via spatial hashing and instanced rendering, doubling average FPS
- Designed a physics-based particle emitter leveraging the same instanced rendering pipeline, enabling real-time visual effects with negligible draw call cost

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++, TypeScript, JavaScript, HTML/CSS

Frameworks: React, React Native, Expo, Node.js, Vue.js, JUnit, Next.js

Developer Tools: Git, GitHub, Firebase, Google Cloud Platform, VS Code, Postman, Azure, Android Studio, Docker, GitHub Copilot

MISCELLANEOUS

Languages: Bilingual in English and Chinese, Proficient in Spanish