

Amy Huang

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EDUCATION

University of California, Irvine

June 2024

Bachelor of Science in Computer Science; Specialize in Intelligent Systems

Cumulative GPA: 3.9

SKILLS

Programming Languages: Python, Java, HTML, CSS, React Native, JavaScript, SQL, SAS

Tools: Figma, Git, Open-Source API, Tomcat, Maven (Java), Firebase, MongoDB

LEADERSHIP & EXPERIENCE

Information & Computer Science Tutor, UCI

October 2023 – June 2024

- Coordinated with a supervisor and 11 other students to provide a free help center for undergrads who had any questions on course material
- Beta tested the program, covered 10 courses, supported 100+ students, and the program remains active

Learning Assistant, UCI

June 2021 – June 2023

- Hosted office hours weekly, with an average of 6 students per session
- Proofread tests, which made sure that the questions were at the right level of difficulty for the students and that there were no spelling/grammar mistakes
- Covered 2 courses: Boolean Algebra and Discrete Structures & Discrete Mathematics for Computer Science

PROJECTS

Personal Portfolio V.2. | Developer, Solo | amyhuang.github.io/

- Designed and developed a website portfolio utilizing raw HTML, CSS, and JavaScript
- Incorporated responsiveness, light mode and dark mode, and accessibility guidelines compliance

MovieShop | Developer, Team of 2

- Designed a web application where users can browse and buy movies
- Engineered and deployed a MySQL database connected to the frontend using Java Servlets, managing over 10,000 movie records and facilitating seamless data retrieval for users
- Implemented over 20 features, including a cart checkout backed by sessions, secure login using SHA256 hashing, full-text search and auto-complete backed by cache, and protection against SQL injection attacks via PreparedStatements

Health20 | Lead Developer, Team of 4

- Developed a mobile application that improves the user's sleep schedule, exercise frequency, and hydration level by designing a personalized recommendation system
- Established a backend-to-frontend communication using Firebase for user authorization and storing data, allowing user info to be saved between sessions
- Collected data from phone sensors, user input, and OpenWeather API to provide accurate advice

Minesweeper AI | Lead Developer, Team of 2

- Created an agent that has 4 strategic moves (uncover, flag, unflag, leave) in which it can solve minesweeper worlds based on revised algorithms
- Achieved 86% accuracy on size 8x8 worlds, 85% accuracy on size 16x16 worlds, and 37% accuracy on size 16x30 worlds