

Andy Huang

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EDUCATION

The Pennsylvania State University — College of Engineering, State College, PA

Bachelor of Science in Computer Science

Aug. 2016 – May. 2020

Minors: Mathematics, Cybersecurity

GPA: 3.71 / 4.00

WORK EXPERIENCE

Undergraduate Research Assistant

The Pennsylvania State University

Database Recovery Research

May. 2019 – Aug. 2019

- Research regarding the recovery of databases utilizing a modified version of RocksDB (DBWarp) to ensure a recovery time guarantee
- Personally worked on aiding in the understanding of RocksDB structure

Cybersecurity Research

May. 2019 – Aug. 2019

- Research on training a Generative Adversarial Network to detect malicious traffic flow.
- Personally worked on understanding and retraining Cisco Joy to analyze and classify network traffic

Learning Assistant

The Pennsylvania State University

Computer Science 458 (Fundamental of Computer Graphics) Learning Assistant/Grader

Aug. 2019 – Dec. 2019

- Works with the professor and teaching assistant to assist in students learning in the course.
- Grades student homework, projects, and exams.

Grader

The Pennsylvania State University

Computer Science 311 (Systems Programming) Grader

Aug. 2019 – Dec. 2019

- Works with the professor to grade student homework, projects, and exams.
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SKILLS & KNOWLEDGE

Technical: Python, C, C++, Bash, HTML, JavaScript, CSS, Git, SQL, Java, Redis, MongoDB, AFL, SWAMP, Bootstrap 3/4

Languages: English, Chinese

PERSONAL PROJECTS

RGB Color Guessing Game

Language: HTML, CSS, Javascript

Jun. 2020 – Jun. 2020

- Creating a color guessing game with RGB color scheme used to practice understanding of the RGB color scheme.

Web Crawler

Language: Python

Sept. 2019 – Dec. 2019

- Using Python Scrapy library built a web crawler that is capable of scraping text off of website using their HTML code

Geographic Data Mapping

Language: HTML, JavaScript

Apr. 2018 – May. 2018

- Utilized HTML, JavaScript, and Leaflet library to map a Reddit poll statistic that I collected onto a choropleth map.
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ACADEMIC PROJECTS

Ray Tracer

Language: C++

Nov. 2018 – Nov. 2018

- Developed raytracing code to render various scenes using object data. This allows for an input of a highly descriptive scene and generates an image that has a high degree of visual realism.

Roller Coaster Graphics Project

Language: C++

Oct. 2018 – Nov. 2018

- Design and simulated a roller coaster using the OpenGL library. This includes the simulation of roller coaster movement following the camera using physics.

CRUD/HDD

Language: C

Feb. 2018 – May. 2018

- Simulating a hard disk drive (HDD) system using a program that creates, reads, updates, and deletes files (CRUD).
- A program to model the structure of a block storage system, implementing various functions such as writing, reading, deleting, and state saving.
- Creating and utilizing a client to send information read from the CRUD to the specified server

Flight Scheduler

Language: Java and SQL

Nov. 2017 – Dec. 2017

- Created a Flight Scheduling GUI in Java and updated the flight information by connecting SQL database through JDBC.