GANGHUAN (JAMES) HUANG

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SOFTWARE DEVELOPER

Enterprising, eager and results-driven graduate with an established knowledge framework within-subjects Algorithm, Data structure, HTML, CSS, JavaScript, Linux, and Java, etc. Outstanding learner and collaborator, able to deliver maximal impact, punctuality, and precision.

EDUCATION

University of Washington Tacoma
Bachelor of Science in Computer Science and Systems – *(GPA: 3.46/4.0)*
- Relevant Coursework: Data Structures, Database, Algorithm
- Awards/Honors: Annual Dean's List   2020-2021

RESEARCH PROJECT EXPERIENCE

DATABASE RESOURCE Administrator   Apr-Jun 2021
https://github.com/GH-H/DBResourceManager
- Directed and supervised a 2-man team to implement a desktop resource administrator system, from early designing to post-launch optimization.Successfully implemented a functional software and a sample **SQLServer** database with 1M random records with **C#** or **.net Framework**.
- Proposed **Agile methodology** for better flexibility and superior project predictability.
- Redesigned database schema in SQLserver, Effectively saw up to 13% reduction in reading queries time.
- Managed maintainable codebase by enforcing alignment with proper use of coding conventions.
- Compressed and optimized Time Elapsed Unit, facilitated up to 30% reduction in task processing time.

PROJECT EXPERIENCE

CustomerTrackerWebApp https://github.com/GH-H/CustomerTrackerWebApp   Oct-Oct 2021

- Developed a light-weighted web application with UI that tracks customer information. Delivered innovative features such as customer listing and performing CRUD on **MySQL** database through **Hibernate** API.
- Implemented service facade design pattern and added a service layer to integrate data from multiple sources. Utilized **Spring Framework, JSP,Maven, Java, Tomcat,** etc.

Pep/8 Assembly Language Simulator, https://github.com/GH-H/Pep-8-simulator   Oct-Dec 2020

- Leveraged proficiency with **Java** to design and implement Pep/8 assembly language simulator with MVC architecture. Assumed responsibility as a backend developer and actively contributed towards integrated instruction Execution Unit into the core system.
- Utilized **JUnit** to design an Instruction model and implement extensive tests for each instruction class.
- Provided utility tools for positional number conversion and solved bit masturbation overflow issues.

Statistic Info Database, Jun-Aug 2020 https://github.com/GH-H/MOBA-Game-statistic-Information-Database

- Administered skills with C# to adeptly build and develop a functional light-weighted web application complete with login, register, and information display features, etc.
- Directed the development of a comprehensive database schema and implemented it in **SQLServer**.

TECHNICAL SKILLS	Programming Languages: Java,C#,HTML Technologies/ Frameworks/skill set: Spring MVC,Hibernate,JDBC, Git, .net,tomcat,Jsp,maven,object oriented design,agile methodology,Linux Database: SQL server, MySQL
LANGUAGES	Mandarin , English
INTERESTS	Personal blog:https://gh-h.github.io/Reinventing-the-wheel/ Github source:https://github.com/GH-H/Reinventing-the-wheel