

IVAN HUANG

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EDUCATION

UT Arlington, Arlington TX (2016-2018)

M.S. in Computer Science (GPA: 4.00/4.00)

Concentration in Software Engineering and Databases

Rice University, Houston TX (2009-2013)

B.A. in Mathematics (GPA: 3.31/4.00)

SUMMARY OF SKILLS

Languages: Java, Python, HTML, CSS, Javascript, Swift

Skills: Eclipse, IntelliJ, Android Studio, XCode, Linux Scripting, Git, SVN

EXPERIENCES

Software Engineering Intern, Sabre, Southlake, TX 2017

Developed and improved two adaptive, responsive web applications, TripCase and GetThere, in an agile environment. Made UI changes, bug fixes, and added functionality to the applications. Also ran quality check of products. (Java, HTML, CSS, JSP, Git, SVN)

Digital Web Consultant, Dex Media, Dallas, TX 2015-2016

Worked closely with clients to assist them in online marketing and website development. Implemented basic HTML, Javascript, and CSS features and applied Search Engine Optimization (SEO) best practices. (JavaScript/JQuery, CSS, HTML, SEO).

Computational Biology Researcher, UT Southwestern, Dallas, TX, 2011-2012

Used computer clusters and Python to research protein structures. Performed genomic alignments (string manipulation), ran statistical analyses on datasets containing millions of gene sequences, scripted in Linux, and developed an online database (www.prodata.swmed.edu/SCR). Work resulted in a journal publication. (Python, R, Linux, PHP, HTML).

COMPLETED PROJECTS

Bit Runner – 2017: iOS game built with Sprite Kit (XCode v8) using the default contact detection and collision engine. Personally designed the player states and transition, multi-touch functionality, enemy AI, and custom levels.

Demo: <https://www.youtube.com/watch?v=Gh0mjMPhbiI>. (Swift 3.0, XCode 8)

MavMe - UT Arlington, 2016: An UTA based social network that includes an online forum, custom peer-to-peer messaging, and user searching. I designed the major classes, search, messaging, posting, database handling, and flow of activities.

Demo: <http://youtu.be/08HqUDNBfCE>. (Java 8, Firebase 10.0.1, Android Studio 2.2)