Howard Huang

Senior computer science student. Aspiring software engineer.

H-Huang   Howard Huang   http://h-huang.github.io

Email: hhuang@media.ucla.edu | Phone:(408)966-8673

Hometown: Saratoga, California | Currently Residing: Los Angeles, California

Education

University of California, Los Angeles   Fall 2014 - Present

Bachelor of Science, Computer Science - Expected Graduation: Spring 2018
- Research Grant Recipient, Undergraduate Researcher, Student Mentor, Daily Bruin, GPA: 3.7 (Upper Division)

Experience

Microsoft - Software Eningeering Intern   Summer 2017 - Present
- Working with the Data Group on Azure SQL Data Warehouse.

Cloud Raxak - Software Engineering Intern   Summer 2016
- Architected Cloud Raxak's backend platform to implement configuration compliance based on multiple industry standard STIGs.
- Remodeled a product suited for Linux based operating systems to provide support for Windows operating systems.

Daily Bruin - Multiple Positions   Fall 2015 - Present
- **Senior Staffer** - Consulting on multiple UCLA student media projects and providing guidance for incoming directors.
- **Director** - Alongside 2 other assistant directors, managed an entire department of over 50 developers and 7 project managers. Acted as DailyBruin.com's webmaster to maintain and update the website to handle millions of views annually.
- **Project Manager** - Managed a team of 6 developers and took the role of a senior developer to lead web application development.
- **Intern** - Practiced front end web development skills to create interactive static web pages.

Research

Internet Research Incubator - 2017 to 2018 Prize Winner   Summer 2017 - Present
- Received a $15,000 grant to pursue a self proposed research topic relating to the internet. Working under the direction of Venky Harinarayan and Professor Leonard Kleinrock.
- Researching how to utilize existing information on the internet to detect misinformation and factual inaccuracies among digital media sources. Leveraging multiple concepts in artificial intelligence including data mining, neural networks, and machine learning in pursuit of the project.

UC Institute for Prediction Technology - Undergraduate Researcher   Spring 2017 - Present
- Parsing and filtering data from twitter, reddit, and other online forums to create labeling software which can provide information to be fed into a machine learning model.

Skills

Frontend - HTML, CSS, jQuery, Bootstrap, Foundation, Handlebars.js

Backend - Django, Flask, Rails, Meteor.js, Node.js, Wordpress

Infrastructure / DevOps - Nginx, IIS, Apache, Docker, Vagrant

Other Technologies Used - Android Studio, Unity, MongoDB, Redis, Git, Team Foundation

Languages:

Proficient: Python, C#, Java, C++, Javascript

Familiar: C, SQL, OCaml, PHP

Learning: Golang, Ruby, Prolog, Scala

Projects

Picture Time / Rain or Shine   (Java, Android Studio)
- Picture Time: A social media application used to send and receive images and videos between users
- Rain Or Shine: A weather application which provides real-time climate data parsed from forecast.io

Daily Bruin Scraper   (Python, Django)
- A web scraper which takes Daily Bruin posts, extracts important information, and emails the contents in JSON to the user

Floppy Flog / Squares   (C#, Unity)
- Floppy Frog: A game created using Maya LT 3D graphics where the user moves a frog to try to capture as many flies as they can, while being chased by a computer guided by basic AI
- Squares: A platformer game where the user traverses various obstacles as fast as possible, built using a simple and self generated physics engine