Xu Yang Huang

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[GitHub](#) | [LinkedIn](#)

EDUCATION

University of Alberta   2nd year, Class of 2025
Computer Engineering, BSc Coop – Software

TECHNICAL SKILLS

Programming Languages: Python, C++, MATLAB, Java, JavaScript, MS Visual Basic
Tools/Frameworks: Windows, Linux, Git, Bash, Arduino, HTML, CSS, React, MySQL
Miscellaneous: Data structures, Algorithm Design/Analysis, Adobe Illustrator, Adobe Animate

PROJECT EXPERIENCE

AlbertaLoop [[GitHub](#)][[Website](#)]   Jun 2021 - Current
Software Team Member and Mechanical Team Software Liaison
- Collaborating with a team of 5 to design and implement all software-related matters to our hyperloop pod.
- Responsible for the GPS module with providing location data and communications with the motor controller.
- Developed testing programs for hardware such as temperature and pressure sensors using C++.
- Gained Familiarity in Linux environments, Git version control, and working with microcontrollers.

Sustainability Task List [[GitHub](#)]   November 2021
- Collaborated in a team of 3 for a 24-hour hackathon to build a program focused on helping the environment.
- Responsible for gamification aspects working with databases and some Flask - Python integration.
- Customized and standardized the user interface for the overall project.
- Gained experience working between several languages such as JS, Python, HTML, CSS, and MySQL.

UAlberta Clubs Credit Tracking Web App: Creddi [[GitHub](#)][[Website](#)]   November 2021 - Current
- Passion project working with a team of 4 to build a credit system web app for the engineering clubs.
- Responsible for building the user interface by mainly using CSS to edit React components.
- Gained experience in front-end and back-end interactions with a focus on user experience design.
- Saving UAlberta clubs estimated $100-$200 in transaction fees annually.

Sudoku Game   December 2017 – Jun 2018
- Personal passion project created using MS Visual Basic.
- Achieved an understanding of object-orientated programming as well as working with 2D matrixes.
- Developed a user interface and learned about front-end and back-end interactions.
- Integrated high-level algorithms that sort, read, and check values in the program.

LEADERSHIP EXPERIENCE

Computer Engineering Club, *Office Representative*   September 2021 – Present
- Acts as a point of contact between students and the Computer Engineering club.
- Assisted with base-level club activities from sales to events.
- Interacting with the student body and making sure student concerns reach the executive meetings.

First-Year Engineering Club, *Vice President Volunteers*   September 2020 – August 2021
- Acts as the recruiter, trainer, and manager for all volunteers during events.
- Assisted fellow club members as a representative of the first-year engineering student body.
- Host a variety of virtual events for the student body.

Student Leadership Team, *Tech Team Executive*   December 2016 - June 2020
- Working with a team of 7 other executives and coordinating upwards of 50 volunteers for school events.
- Responsible for the main setup, takedown, as well as all technology use throughout all school events.
- Raised over $200,000 for charity over several events.

AWARDS AND SCHOLARSHIPS

First place - HackEd Beta 2021
Bill Gall Technology Award – Student Leadership 2020
Premier Citizenship Award – Student Leadership 2020
Fourth Place - Iverson Exam Groups 2019