

Jack Huang

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415-316-6398

Backend engineer interested in graphics, VR, and game development







github.com/lanjian

linkedin.com/in/jackhxs

TECHNICAL SKILLS

	● ● ●	● ● ○	● ○ ○
Languages	Ruby, Java, Python, JavaScript	GoLang, Scala, HTML, CSS	C++, C, Haskell, Rust
Technologies	AWS, Terraform, Packer, Git	Jenkins, Docker, OpenGL, WebGL	Nginx, Make
Frameworks	Rails, Sinatra	Node.js, Express.js, Three.js	Spark, A-Frame, React
Databases	MySQL, DynamoDB	Redis	MongoDB
Applications	Photoshop	Illustrator, Unity3D	Autodesk Maya

PROFESSIONAL EXPERIENCES

-  Backend Software Engineer @ **Ubiquity6**, San Francisco 2019/04 - 2020/07
 - Launched Display.Land - an app that uses unique photogrammetry technology to allow users to easily capture objects and environments in 3D
 - Part of a team that grew the app from launch to 500k users by building a robust and scalable serverless AWS stack
 - Uplifted engineering culture and raised code quality by introducing a team-wide BDD testing standard
-  Backend Software Engineer @ **LinkedIn**, San Francisco 2013/07 - 2018/10
 - Implemented LinkedIn's video and document processing pipeline
 - For GDPR: Audited and secured SlideShare's public API; Cleaned up 400TB of non-compliant user generated data
 - Created AWS infrastructure and deployment system with Terraform, Packer, and Jenkins for housing SlideShare's rich media conversion system
 - Created a scalable system that is responsible for detecting the language of slideshows uploaded through SlideShare
-  Software Engineer @ **Side Effects**, Toronto 2012/09 - 2012/12
 - Created a product that, by integrating smart digital assets from Houdini-powered website Orbolt.com with other 3D animation packages, expands the user base and creates powerful new workflows for artists
-  Accessibility Engineer @ **Google**, Mountain View 2012/05 - 2012/08
-  Game Engineer @ **Electronic Arts**, Redwood City 2011/09 - 2011/12
-  Software Engineer @ **Autodesk**, Montréal 2011/01 - 2011/04

PROJECTS

- <https://github.com/LanJian/Surreal>
Interactive world with a surrealist vibe
- <https://github.com/LanJian/Tempest>
Turn-based strategy game set in the Elizabethan era
- <https://github.com/LanJian/Raytracers>
Ray tracers in C++, Haskell, Go, Ruby, and Python
- <https://github.com/LanJian/Follow-the-Arrow>
Web friendly VR rhythm game built using A-Frame
- <https://github.com/LanJian/Coffee2D>
HTML5 2D game engine
- <https://github.com/LanJian/Tank-Chess>
Clock-based tank combat game built using Unity3D

EDUCATION

University of Waterloo, Canada

Class of 2013

