

Jack Huang

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415-316-6398

Backend engineer interested in graphics, VR, and game development






jack-huang.com

github.com/lanjian

TECHNICAL SKILLS

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

PROFESSIONAL EXPERIENCES

-  Backend Software Engineer @ **LinkedIn**, San Francisco 2013/07 - Present
 - Responsible for video processing pipeline
 - Worked on AWS infrastructure automation with Terraform, Packer, and Jenkins
 - Implemented scalable system that is responsible for detecting the language of all the slideshows uploaded through SlideShare
 - Worked on systems that drastically reduced spam and duplicate slideshows and improved SlideShare's overall content quality
-  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
 - Launched user captions customization features on Youtube that enables users to customize caption display styles in support of Communications and Video Accessibility Act technical requirements
 - Implemented new rendering capabilities to allow captions in CEA-708 format to be displayed on Youtube
-  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/Raytracers>

Ray tracers in C++, Haskell, GoLang, and Ruby

<https://github.com/LanJian/Coffee2D>

HTML5 2D game engine

EDUCATION

University of Waterloo, Canada

Bachelor of Computer Science, Fine Arts Minor

Class of 2013