Jack Huang

Backend engineer interested in graphics, VR, and game development

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github.com/lanjian

linkedin.com/in/jackhxs

TECHNICAL SKILLS

	● ● ●	● ● ○	● ○ ○
Languages	Ruby, Java, Python	GoLang, Scala, JavaScript, 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	Spark, A-Frame, React
Databases	MySQL, DynamoDB	MongoDB	Redis
Applications	Photoshop	Illustrator, Unity3D	Autodesk Maya

PROFESSIONAL EXPERIENCES

Backend Software Engineer @ Thumbtack, San Francisco — 2018/12 - Present

- Designed and implemented systems and features to increase repeat customer contacts as the only backend engineer on the Growth Repeat team
- Launched a new set of mobile push notifications that re-engage users to explore new service categories

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

Bachelor of Computer Science, Fine Arts Minor