

# Jack Huang

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Backend engineer interested in graphics, VR, and game development

[github.com/lanjian](https://github.com/lanjian)

[linkedin.com/in/jackhxs](https://linkedin.com/in/jackhxs)

## 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/Tempest>  
Turn-based strategy game set in the Elizabethan era

<https://github.com/LanJian/Raytracers>  
Ray tracers in C++, Haskell, GoLang, and Ruby

<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  
Bachelor of Computer Science, Fine Arts Minor

Class of 2013