

# Jack Huang

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415-316-6398

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, 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  
Bachelor of Computer Science, Fine Arts Minor

Class of 2013