

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, TS/JS	GoLang, Scala, HTML, CSS	C++, C, Haskell, Rust
Technologies	AWS, Terraform, Git, Bazel	Jenkins, Docker, OpenGL, WebGL	Nginx, Make
Frameworks	GraphQL, Rails, Sinatra	Node.js, Express.js, Three.js	A-Frame, React
Databases	MySQL, DynamoDB	Redis	MongoDB
Applications	Photoshop	Illustrator, Unity3D	Autodesk Maya

PROFESSIONAL EXPERIENCES

-  Senior Backend Software Engineer @ **Ubiquity6**, San Francisco 2019/04 - 2020/07
 - Launched Display.land - an unique photogrammetry app with 3D, AR, gameplay, and social components
 - Part of a team that built the app from idea to launch in six months, and grew it to 500k users with a robust and scalable serverless AWS stack
 - Delivered major app features and services such as location search, short-code generation, and space trailers using GraphQL/Apollo, API Gateway, Lambda, ECS, and Step Functions
 - Established and maintained key infrastructure pieces such as DNS, CDN, and databases using Route53, CloudFront, and DynamoDB
 - 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
 - Designed and implemented LinkedIn's video and document processing pipeline that handles millions of requests per day
 - Contributed to SlideShare's GDPR compliance by auditing and securing it's public API and cleaning up 400TB of non-compliant user 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
 - Delivered a new plugin for Autodesk Maya that allows artists to use smart digital assets from Houdini-powered website Orbolt.com in powerful new workflows
-  Software Engineer @ **Google**, Mountain View 2012/05 - 2012/08
-  Software Engineer @ **Electronic Arts**, Redwood City 2011/09 - 2011/12
-  Software Engineer @ **Autodesk**, Montréal 2011/01 - 2011/04

PROJECTS

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| https://github.com/LanJian/Surreal
Interactive world with a surrealist vibe | https://github.com/LanJian/Coffee2D
HTML5 2D game engine | https://github.com/LanJian/Raytracers
Ray tracers in C++, Haskell, Go, Ruby, and Python |
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EDUCATION

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| University of Waterloo, Canada | Class of 2013 |
| Bachelor of Computer Science, Fine Arts Minor | |