

# 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

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Languages	Ruby, Java, Python	GoLang, 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	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

- Implemented LinkedIn's video and document processing pipeline
- For GDPR: Audited and secured SlideShare's public API; Cleaned up 400GB 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

- 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