

Jack Huang

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TECHNICAL SKILLS

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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

<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

EDUCATION

University of Waterloo, Canada

Class of 2013

Bachelor of Computer Science, Fine Arts Minor