

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	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