

Jonathan Huang

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About

Technical writer with a software engineering background and 3 years of experience in backend development, simulation tools, and developer platforms. Known for breaking down complex systems into clear documentation that accelerates onboarding, reduces silos, and improves cross-functional collaboration.

Education

University of California, Irvine

June 2021

- B.S. in Computer Science, GPA: 3.84, Dean's Honor List, 10 quarters

Skills

- **Documentation Tools:** Quip, Google Docs, Markdown, LaTeX
- **Programming Languages:** Python, Java, C#, C++, HTML/CSS, TypeScript, JavaScript, C
- **Software/Frameworks:** Amazon AWS, Git, Github, Linux, Visual Studio, Unity, Django, React, Apache Tomcat

Work Experience

Amazon Robotics - Software Engineer I

Amazon | Seattle, WA

Sept 2022 - July 2024

- Investigated and fixed a critical data reporting gap in Java, enabling accurate reporting from Amazon packing machines; updated internal documentation to reflect changes and improve developer onboarding
- Authored clear, end-to-end documentation in Quip for OEE integration of a new machine type, including data stream mappings and dashboard flow, reducing tribal knowledge and unblocking product launch
- Contributed to a postmortem of the SmartPac launch, identifying gaps in cross-team data understanding; proposed and documented long-term process improvements to prevent similar failures

TRACK Program - Virtual ECU Application Engineer, SOLE Team

General Motors | Milford, MI

Feb 2022 – August 2022

- Implemented a 64-bit Python server with a custom wrapper to resolve DLL incompatibility issues improving system stability and enabling broader use across teams
- Delivered a team-wide presentation on Python software engineering best practices, focusing on readability maintainability, and idiomatic coding for a hardware-focused audience
- Communicated technical recommendations to cross-functional stakeholders, bridging the gap between software and hardware teams and improving team-wide code quality

TRACK Program - Embedded Android Software Engineer, Calibrations Team

General Motors | Warren, MI

July 2021 – Feb 2022

- Improved performance and scalability of record metadata processing by modifying Python tooling scripts to detect similar record structures and auto-generate efficient C++ code to query those similar structures
- Gained experience explaining technical concepts in code reviews and team discussions, reinforcing ability to communicate technical ideas clearly

Featured Projects

Fetch Receipt Processor API Documentation

Jan 2025 - Feb 2025

- Wrote comprehensive documentation for a RESTful API that calculates reward points from retail receipts, explaining input structure, scoring logic, and response formats
- Included setup instructions, code behavior overviews, and detailed endpoint references to support both users and future contributors

Strategy Game Prototype

June 2020 – August 2020

- Created a tile-based level editor in HTML/CSS/JS with JSON import/export functionality
- Built a C# game engine to load and simulate custom maps using Dijkstra-based pathfinding
- Authored a detailed README documenting setup, data flow, and integration steps, demonstrating strong communication of system architecture and use cases