

RUI QI HUANG

ENTRY LEVEL WEB DEVELOPER

Full name	Rui Qi Huang	LinkedIn
Email	rhuang10@mail.sfsu.edu	
Phone	(510) 500-2295	GitHub

PROFESSIONAL SUMMARY

Graduating this semester with a Bachelor of Computer Science at San Francisco State University. Individually built projects ranging from web apps to simple computer games. Looking for a role where I can learn from experienced members while sharing my own knowledge of CS to others.

WORK EXPERIENCE

- | | |
|-------------------|---|
| 04/2018 - 09/2018 | Kitazawa Seed Company
Seed Packer <ul style="list-style-type: none">Methodically packed seeds in envelopes based on various categoriesOrganized warehouse for efficient seed delivery and export |
| 04/2017 - 09/2017 | The Salvation Army (Chinatown)
Data Entry <ul style="list-style-type: none">Organized and managed various financial reports with ExcelTrained new members in company standardsCreated company advertisements and oversaw food handouts for kids |
-

EDUCATION

08/2018 -
05/2022

Bachelor of Computer Science

San Francisco State University

Magna Cum Laude

GPA: 3.9

Relevant courses: Software Development CSC413; Software Engineering CSC648; Computer Science CSC645; Intro to Database Systems CSC675; Programming Paradigms and Languages CSC600; Artificial Intelligence CSC665;

PROJECTS

01/2022 -
PRESENT

Forum Based Web App - Full Stack - Developer

- Designing a forum based website that allows users to sign up, log in, create posts, and edit various settings
- Creating the frontend and backend individually
- Implemented the frontend using: Reactjs, Axios, fetch API, Bootstrap5, Javascript, CSS, and HTML5
- Implemented the backend using: SpringJPA, Springboot, SpringSecurity for authentication, JAVA, and MySQL
- Integrated asynchronous HTTP requests to REST endpoints that perform CRUD operations
- Utilized local storage to increase performance and cache results and reduce bottlenecking

07/2021 -
08/2020

2D Libgdx Game for Desktop - Developer

- Designed a game in Libgdx that has been put on hiatus to focus on my web app
- Implemented using: Java, Libgdx Library, Tiled, paint.net, box2d, Freetype
- Coded in a cross-platform Java game development framework known as Libgdx which works on multiple devices
- Designed the animation, objects save states, cursor, sound effects, and music
- Implemented collision detection using box2d

04/2021 -
12/2020

Simple Narration game in JFrame - Developer

- Designed a game using JFrame that allows users to pick choices and based on those choices, display certain outcomes
- Implemented type writer effect, music, and text narration
- Implemented in Java and JFrame

12/2021 -
08/2021

Discord bot - Developer

- Created a discord bot in Python that tests against a database model
- Generated 8 business rules for a Blood Donation database system
- Implemented using: Mysql, Python, Discord API

12/2021 -
08/2021

Tutoring Website - Frontend Developer

- Created a web app for my senior team project allowing students to match with tutors at SFSU
- Implemented using AWS EC2, MySql, Nodejs, Javascript, ExpressJs, ReactJs, Google Analytics

SKILLS

Languages

Javascript ES6, SQL, HTML5,
CSS, Java, Python, Typescript

Technologies

ReactJs, RESTful APIs, Git,
SpringJPA, SpringBoot,
SpringSecurity, MySQL, NodeJS,
Bootstrap5, Bcrypt