

Nathaniel Huang

✉ nleonidhuang@gmail.com ☎ 7783215644

EDUCATION

Bachelor of Commerce, Specialization in Finance and Economics

Minor in Computer Science, Environmental Economics • University of Toronto • Toronto, ON • 2024

EXPERIENCE

Ambassador Lead

University of Toronto

May 2022 – May 2023, Toronto, ON

- Lead an ambassador team of 6–8.
- Managed the seating of over 1000 people every hour by effectively leading a team.
- Developed multiple strategies for optimal customer inflow.

Co-Founder

BlueForce

August 2020 – August 2021, Vancouver, BC

- Designed and developed software which involved tracking the direction and distance that the vehicle drove and also calculating the required travel distance and time to return to the starting point.
- Presented for multiple university-based start-up incubators. Raised \$20,000 in early development.
- Researched the technical and financial viability of the product.
- Designed the prototype product with Takumi Tech, a company that provides technical and logistic solutions for industrial vehicles.

COURSEWORK

Applications of Machine Learning in Finance

University of Toronto • 2022 • Keras, TensorFlow, Python, Machine Learning, Neural Networks

Worked on multiple datasets using Keras and TensorFlow to analyze the effect and use of ML. Learned about different methods of ML. Studied NLP in particular

Software Design

University of Toronto • 2021 • Teamwork, Project management, Software development, Java, Maven, JavaFX

Developed a project with a large group of teammates using clean architecture guidelines. Learned about multiple different methods to effectively abstract a program. Developed easily reusable code, specifically designing backend code that could be attached to multiple different GUIs and used on different platforms.

PROJECTS

"Not Flappy Bird"

- Created a game based on the popular mobile game "Flappy Bird".
- Added our ideas for elements in the game, such as a new rewards system based on the number of "apples" the player collects, a fully fleshed-out account and login system, and a leaderboard.
- Managed the direction of the project in a team of 5.
- Developed an efficient object-oriented login system that maximizes abstraction while also being easily upgradeable and reusable.
- Developed a local savepoint system that encrypted user data while also attaching multiple scorelines to the user.

"Decibel Meter"

- "Decibel Meter" is an Android application written to aid parents with controlling the noise level in their house. Specifically designed to be used during designated quiet time. The app triggers an alarm if it exceeds a certain volume threshold, which is set by the user at the beginning of the recording.
- Involved working with Javax Sound to record and measure sound levels.

SKILLS

Python, Keras, Tensorflow, Java, JavaFX, Javax Sound, JUnit, HTML, CSS, NodeJS, React, AWS, SQL, Microsoft Office, Financial Analysis