William Huang

0918958021 | williamhuang821@gmail.com | WilliamHuang1995.github.io

EDUCATION

UC SAN DIEGO
BS in Math/Computer Science
Jul 2017 | La Jolla, CA

LINKS
github.com/WilliamHuang1995
linkedin.com/in/WilliamHuang1995

COURSEWORK
Computer Science
CSE 100 | Data Structures
CSE 101 | Algorithms
CSE 105 | Theory of Computation
CSE 110 | Software Engineering
Mathematics
MATH102 | Applied Linear Algebra
MATH109 | Mathematical Reasoning
MATH152 | Applicable Math & Computing
MATH170 | Numerical Analysis
MATH180 | Probability
MATH187 | Cryptography

SKILLS

PROGRAMMING
LANGUAGES
- Java
- Kotlin
- JavaScript
- HTML
- CSS3
- Python
- C++
- C#
- SQL
- LaTeX
- MATLAB

TECH:
- NumPy
- Pandas
- Bash/Terminal/CMD
- Android/Android Studios
- Git/Github
- Docker
- Travis CI
- Node.js
- React
- Vue
- Unity Game Engine
- IntelliJ
- Brackets.io
- Agile PLM
- MySQL

EXPERIENCE

ANSELM INC. | Software Engineer Intern
June-December 2016, Oct. 2017-Current | Java/SQL | Taipei, Taiwan

- Using Java and Agile API, added and improved many accessibility functions of the Agile PLM Software, such as auto-generating Autonumbers and Descriptions for items
- Using SQL and the JavaMail API, developed an application which replaced the built-in Mail Notification in Agile PLM by performing database calls and generating emails based on the result
- Enhanced the 'Bulk Change' functionality by recursively updating changes that were related to materials within the BOM Table
- Designed two extensions which automated tedious tasks for existing clients, speeding up development cycle
- Stood out among other junior interns by taking time to understand and explore the Agile API
- Using Agile PLM, collaborated with the Senior System Analyst to deploy a template for Intellectual Properties
- Assisted GemFont Group, one of Taiwan's largest food corporation, upgrade their business system from AS/400 to PLM4P

PROJECTS

CALEN-DO | CSE 110 Group Project
Winter 2017 | www.calen-do.com | La Jolla, CA

- Created a Website which integrated a Calendar as well as a To Do list using Django as Web Framework and FullCalendar as choice of calendar display
- With the use of Google Calendar API, integrated local events made on the website with your Google Calendar
- Voted as Most Valuable Team Member based on peer review
- Voted Best Project in the discussion section

DEEP SEA VR | Exhibition at Taipei World Trade Center
December 2016 | https://youtu.be/VwRZYuxybsc | Taipei Taiwan

- Using Unity Game Engine and C#, created a virtual reality game where the player locates five hidden keys laid across the ocean floor
- Game is playable on mobile as well as the HTC Vive

ESCAPE FROM POMPEII | VR HackFest
August 2016 | https://youtu.be/E6kPfyohZMM | Taipei, Taiwan

- Awarded as the Most Innovative Team
- Using Unity, C# and SocketIO, created a multiplayer VR game in which obstacles and health packs could be placed in real time by adding them on given website
- Created health pack, lightning, and stop clock templates by combining basic 3D objects together and readjusting them to size

CELL VR | VR Club Project
Spring 2016 | https://devpost.com/software/cell-vr | La Jolla, CA

- An educational VR experience that teaches biology from inside the human cell
- Built with Unity Game Engine, the C# programming language, and the Sixense Razer Hydras
- Participated in weekly meetings discussing the potential of the project and reached out to local high schools inquiring their interest