

Alan Huang

alanhuang777@gmail.com
+1-604-716-4208

alanhuang1129

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alanhuang1129.github.io

Experience

Jugo Juice, Employee Aug 2017 - Jan 2018

- Front end cashier/cash handling.
- Delivered prompt, friendly customer service.
- Assisted with maintaining cleanliness in a fast operating environment. Contributed to exceeding standards in quality checks.

Education

Simon Fraser University, Sept 2018 - Ongoing
Bachelor of Science, Expected Sept 2023
Interactive Art and Technology

Relevant Coursework: Mobile App

Development, User Interface/User Experience
Design, Game Development

Skills

Languages: Java, C#, C/C++, HTML5, CSS3, VHDL

Technologies: Android Studio, SQL, Unity, Figma,
Eclipse, Processing, Onshape

Interests

Code Development:

- Developing meaningful projects that I would personally use.
- Producing interesting mechanics within code.
- Interested in designing a mobile game.

Gaming

- Playing a wide variety of game genres, primarily games with technological progression.
- Game critiquing and analyzing design, mechanic, and level features.

Projects

Mobile App Development:

Stumble

Sept 2022 - Dec 2022

<https://github.com/alanhuang1129/Stumble>

- Developed an Android app that gives users suggestions on date activities in the vicinity.
- Utilized Yelp's API to retrieve data on restaurants local to the user's current location.
- Includes a search filter based on distance around the user in radius (up to 40km) and a category search.
- Implements SQLite Database and Shared Preferences for persistent storage.

UI/UX Design:

<https://github.com/alanhuang1129/IAT339-P02>

Genshin Impact Shop

Sept 2022 - Dec 2022

- Designed a shop that sells merchandise from the game, Genshin Impact.
- Decorated the homepage to feature popular listings.
- Implemented a page that lists multiple products in a list view.
- Incorporated a detailed view of a selected product with more images, checkout processes, and review section.

Grandt Kitchen Design

May 2022 - Aug 2022

- Analyzed and outlined problems and provided solutions that would benefit the restaurant.
- Designed a style guide that suits the restaurant's style and theme.
- Constructed social media formats for the restaurant to use to advertise potential customers.

Game Development:

Miner's Haven

May 2021 - Aug 2021

<https://github.com/alanhuang1129/IAT-167>

- Mining simulation game with progressive gear upgrades through material gathering.
- Implements digital mapping to design levels