

ANDY HUANG

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WORK EXPERIENCE

Datto - Product Management Intern – Norwalk, Connecticut

June 2019 – Present

- Discovered redundancies in ~18% of 7200+ deployed SIRIS cloud seeding devices by analyzing patterns from Adminer SQL queries
- Achieved ~\$145,000 cost savings in hardware by switching active backplanes to passive and redefining cloud seeding policy
- Currently triaging increasing amounts of device SSD faults by analyzing program/erase cycle frequencies done by FTL

Barclays - Product Management Intern – Western Cape, South Africa

June 2018 - August 2018

- Identified two major UI/UX bottlenecks by benchmarking session retention times on internal platforms over ~15,000 impressions
 - Achieved a 17% increase in effective screen flow from replacing ~20 features by converting insights from A/B and usability tests
 - Pioneered the "Younglings" initiative, onboarding 30+ underprivileged South African students into software engineering
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TECHNICAL PROJECTS

Anderson Product Innovation Challenge 2018

Technologies Used: InVision, Abstract, HTML/CSS/Bootstrap, Trello

- Ranked 2nd place out of 14 teams with our product, Head2Toe, an app to facilitate communication and transfer of medical EHRs
- Spearheaded three InVision prototypes over two scrum iterations, implementing features based off 50+ interviews with med experts
- Proposed business and implementation models based off research with HIPAA compliance and current healthcare trends

GameMaker Project 2018 - Creative Labs UCLA

Technologies Used: GameMaker GML, Python, Trello

- Designed and developed 15+ character sprites, four separate game dynamic layers, and two core gameplay loops
- Coded in-game functionalities with GameMaker tech stack
- Debuted full game in front of 50+ people during Demo Day

Automaton Sensor Trash Can - IDEA Hacks 2018

Technologies Used: Arduino, Raspbian, Bluetooth API

- Built a proximity sensor connected to Arduino and breadboard that allowed control over lid's servo motor
 - Enhanced accessibility by coding Bluetooth control capabilities onto PCs and mobile devices
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LEADERSHIP

Product Space – Vice President of Platform

June 2019 – Present

- Lead Product Marketing/Design/Management teams for 2019-2020 school year as well as liaison with UC Berkeley, SD branches
- Spearhead curriculum to teach small cohort of 12 aspiring software engineer-turned product managers the PM know-hows

EDUCATION

B.S in Computer Science

University of California, Los Angeles (UCLA)

GPA: 3.43 / 4.00

Graduation: Expected June 2021

RELEVANT COURSEWORK

Product Management

Data Structures & Algorithms

Computer Architecture & Organization

Digital Logic Design

Object Oriented Programming

Operating Systems Principles

Computer Networking

TECHNICAL SKILLS

Programming Languages

C++ • C • Python • Java • HTML/CSS
• Arduino • PHP

Product Management - UX Design

Balsamiq Cloud • InVision • Figma
Sketch • Adobe XD • LaunchACO

Data Analytics

MySQL • Adminer • Grafana •
Tableau • Datadog • Selenium

Agile & Sprint Planning Tools

Trello • JIRA • Microsoft Teams •
Confluence • Slack

Visual Design

Final Cut Pro X • Photoshop • Motion

HOBBIES & INTERESTS

Photography & Videography

YouTube • anhuang9.github.io

Sports

UCLA Bruin Swim Club, Bruin Tennis

Poker

Texas Hold 'Em, Blackjack, Mahjong

Organizations

Alpha Kappa Psi Business Fraternity,
Mentor SEAS, ACM, IEEE,