

ANDY HUANG

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EDUCATION

B.S in Computer Science

University of California, Los Angeles (UCLA)

GPA: 3.430 / 4.000

Graduation: Expected June 2021

RELEVANT COURSEWORK

Product Management

Data Structures & Algorithms

Computer Architecture & Organization

Finance & Marketing for Engineers

Object Oriented Programming

Linear Algebra & Applications

TECHNICAL SKILLS

Programming Languages

C++ • C • HTML/CSS • Arduino

Product Management - UX Design

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

Agile & Sprint Planning Tools

Trello • JIRA • Microsoft Teams

Visual Design

Final Cut Pro X • EOS Utility
Photoshop • Motion

Data Organization

Microsoft Word • Excel • Powerpoint

HOBBIES & INTERESTS

Videography

YouTube • Music Videos • Std22

Photography

Instagram • Personal Website

Swimming

UCLA Bruin Swim Club

Tennis

UCLA Club Tennis

WORK EXPERIENCE

Barclays - Product Management Intern – Western Cape, South Africa
June 2018 - August 2018

- Pioneered the onboarding of the "Younglings" initiative, a program dedicated to onboarding underprivileged South African students into software engineering (30+ in founding class)
- Analyzed ~15,000 impressions within Barclays' tech and HR departments through A/B tests and usability testing on internal communication platforms and software
- Developed over 10 MVPs based on a series of low-fidelity wireframes, user interviews, and integrated UX design to propose improvements that eventually lead to ~17% increase in activity--

TECHNICAL PROJECTS

Anderson Product Innovation Challenge 2018 – Head2Toe
October 2018 – December 2018

- Led a team of ex-Goldman Sachs/Deloitte MBA candidates to prototype a new product, Head2Toe, over four scrum cycles
- Iterated our prototype based on results from several A/B tests and interviews, tracking up to ~1,200 impressions each cycle and basing new features and improvements on resulting data
- Analyzed current healthcare trends and projected business and socio-political models in our pitch to venture capitalists from SVP and Yes Health Inc. during presentation day – overall Top Finisher

Creative Labs UCLA – GameMaker Project

April 2018 – June 2018

- 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.

IDEA Hacks 2018 – Automaton Sensor Trash Can

February 2018

- 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

LEADERSHIP

Undergraduate Student Association Council – Director of SCEC
September 2017 – June 2018

- Planned Humanities and STEM Career Fair as part of the South Campus Engagement Committee, with over 300+ attendees.
- Liaised with other student organizations to propose improvements that garnered ~22% increase in club involvement
- Founded new South Campus Engagement Committee (SCEC), geared towards integrating STEM into humanities-based clubs