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Vincent Huang

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Education

Yale University, New Haven, CT

Class of 2018

- Projected Major: B.S. in Computer Science and B.A. in Philosophy
- Coursework: Data Structures, Systems Programming & Computer Organization, Discrete Math, GUI, Robotics
- Cumulative GPA: 3.86/4.0

Harvard-Westlake School, Studio City, CA

Class of 2014

- Diploma 2014—Cum Laude, Four-year Honor Roll
- Cumulative GPA: 3.945/4.0. SAT: Critical Reading 800, Math 800, Writing 800

Technical Skills

Languages: JavaScript, C, HTML/CSS, Racket, Java, Processing, Arduino

Frameworks/Tools: React, React Native, Angular, Node, Express, jQuery, MySQL, Sequelize ORM, Backbone, D3, WebSockets / Socket.io, MongoDB, Bower, Mocha, Chai, Grunt

Projects

SFWalker: *Mobile app for pedestrians that provides safest and/or fastest routes based on crime data and user reports*

- Implemented Dijkstra's algorithm with custom distance and danger level weights to calculate optimal routes
- Compiled and operated on San Francisco-wide crime, map, and public transit data for use in route engine
- Managed extensive app state using React Native and used Socket.io to sync and handle reports across clients

Quest: *Mobile scavenger hunt game that challenges players to take pictures containing specific content tags*

- Leveraged Firebase to store and update data for user game state, statistics, and pool of tags
- Built microservice on custom Express server to optimize image storage and url retrieval processes
- Developed views in React Native that properly ordered async requests to create fast and reliable interactions

WonderWander: *Trip itinerary generation, customization, and sharing website with recommendation engine*

- Designed MySQL database to manage web of information about users, itineraries, attractions, and daily events
- Implemented bcrypt hashing and salting along with sessions to provide secure yet accessible user experience
- Architected modularized, consistent, and extendable front-end using React and React-Router

BlitzKeys: *Typing race battle in which players attain powerups and weapons to hinder opponent progress*

- Constructed highly responsive game interface by applying Angular's two-way data binding to typing input
- Integrated Socket.io in order to maintain synchronized game state across clients and server

Experience

Microsoft Taiwan - Computex Intern

Summer 2015

- Manned Microsoft booth at Computex Taipei (second largest annual computer convention in the world) to introduce and explain features of Windows 10 operating system and devices to customers
- Handled procurement of partner devices, ensured consistent build environments, and performed troubleshooting

TerraCycle Oceania - Operations Intern

Summer 2015

- Reorganized and maintained website, created social media posts and e-blasts, and submitted graphics requests
- Expanded recycling program by searching for new products to incorporate and contacting respective companies

YHack Planning Committee - Sponsorship, Admissions, Travel Teams

Fall 2015 - Present

- Co-planned and ran hackathon with 1500 registered coders and \$250,000 in sponsorship money raised annually
- Recruited and signed sponsors, managed relations with them, and moderated sponsor talks during hackathon
- Reviewed resumes and admitted students, booked buses/flights for participants, and organized side events

Simply Savant - Vice President

Fall 2012 - Spring 2014

- Led, coordinated, and tutored AP Calculus AB prep program at Santee Education Complex in Los Angeles
- Helped two students to pass in first year of program, the first ones to do so in school's 6 year history

Subramanyan Cancer Research Lab - Intern

Fall 2013

- Conducted research on novel methods in targeted molecular therapy involving EphB4 protein with application to cancer diagnosis, prognosis, and treatment