

Hsin-Yu (Bryce) Huang

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EDUCATION

University of Illinois Urbana-Champaign <i>Master of Computer Science</i>	Dec 2022 (Expected) GPA: 3.9/4.0
National Tsing Hua University <i>Bachelor of Science in Computer Science</i>	Jun 2018 GPA: 3.99/4.30

SKILLS

Programming Languages: Javascript/TypeScript, Java, Python, PHP, Rust, C/C++, Go
Technologies & Frameworks: Node.js, Django, MongoDB, PostgreSQL, MySQL, GraphQL, React, Vue.js
Cloud Services: GCP (Compute Engine, Storage, Cloud Run), AWS (EC2, S3), Firebase
Tools: Docker, Git, Linux, Travis-CI, Cloudflare

WORK EXPERIENCE

Meta (Facebook) <i>Software Engineer Intern</i>	Menlo Park, CA May 2022 – Aug 2022
<ul style="list-style-type: none">• Collaborated with business messaging team to develop a customizable IFTTT (If This Then That) automation engine for messaging with React, Hack, and GraphQL• Designed unit tests and e2e tests covering 75% of the intern project	
QSticker (Startup) [website] <i>Co-founder, Software Engineer</i>	Hsinchu, Taiwan Aug 2020 – Jul 2021
<ul style="list-style-type: none">• Established persistent task scheduler and web-based file system by Java and MongoDB• Developed core messaging engine, encapsulating messaging channel and messaging logic• Reduced costs by 50% by migrating api services from cloud VM to server-less container (Cloud Run)	
Artiv Phototile [website] <i>Software Engineer</i>	Hsinchu, Taiwan Oct 2019 – Jun 2020
<ul style="list-style-type: none">• Developed cloud photo storage that compresses and resizes uploaded photos using PHP and MySQL• Reduced request response time by 50% through tuning compression algorithm based on OpenCV and C++• Utilized OAuth2 authorization to import user's photos on Google, Facebook and Instagram Photo API	

SELECTED PROJECTS

Bitcoin client	Jan 2022 – May 2022
<ul style="list-style-type: none">• Used Rust to implement blockchain structure and mining module producing blocks• Implemented p2p network protocol to exchange blocks and transactions between Bitcoin clients	
FoodPocket [github]	Jul 2020 – Jan 2021
<ul style="list-style-type: none">• Developed Single Sign-On (SSO) mechanism and RESTful APIs by Django and PostgreSQL• Configured and deployed backend services on containerized Ngnix and Gunicorn, and ran on AWS EC2• Automated unit-test, compilation and deployment tasks by establishing CI/CD flow with Travis-CI	
Raft Consensus Algorithm (MIT 6.824 Lab)	Jul 2020 - Oct 2020
<ul style="list-style-type: none">• Used Golang to implement Raft leader election, log replication, and reboot persistence features to manage replicated, fault-tolerant logs on distributed system• Troubleshoot concurrency issues in simulated distributed system to reduce system fail rate from 0.1% to 0.01%	