Bryan Huang

MAJOR IN COMPUTER SCIENCE AND ECONOMICS, 3RD YEAR

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TECHNICAL SKILLS

Programming Languages: Java, C++, C#, JavaScript, TypeScript, R, HTML & CSS

Testing: JUnit, Mocha & Chai

Software: IntelliJ, VSCode, Eclipse & RStudio

TECHNICAL WORK EXPERIENCE

September 2022 - *Present*

Computer Science Teaching Assistant, *UBC Department of Computer Science*

- Facilitated the development of systematic program design skills among students.
- Collaborated with a team of 3 to manage multiple weekly lab sessions, ensuring a smooth and effective learning experience for all participants.
- Provided guidance and individualized support to students to optimize their acquisition of program development skills.

April 2023 – *Present*

Software Developer, *Nexus Payments*

- Engaged as a software developer at a startup specializing in the creation of a mobile wallet based on cryptocurrency, actively participating in volunteer work.
- Designed and implemented a robust system enabling admins to easily view withdrawal history while ensuring non-repudiation within the system's framework.
- Built a TypeScript-powered backend web application for performing ID verification, enabling seamless updates to a larger Firebase database.

June 2021 – September 2022

Coding Instructor, *Code Ninjas*

- Educated children between the ages 7-14 in the fundamentals of programming through JavaScript, C++, and Lua.
- Spearheaded summer camps focused on 3D printing, game design and game modifications; guiding and mentoring attendees to foster their creativity and innovation.
- Delivered instruction on the essentials of Unity to students, enabling them to develop skills in game design and 3D modelling.

PROJECTS

May 2023 – *present*

Portfolio Website (bryanhuang.dev) *[Personal]*

- Designed and developed a dynamic portfolio website using a combination of JavaScript imports, such as Next.js, to showcase my previous work and professional experiences
- Created an eye-catching branding element by designing a 3D voxel mascot for the website, leveraging Three.js for its implementation and dynamic animations.
- Enhanced the user experience by incorporating engaging animations, including page transitions, into the website using Framer Motion

Technologies: Next.js, Three.js, ChakraUI, FramerMotion, Git

January 2023 – April 2023

InsightUBC *[Academic]*

- With a partner, developed a TypeScript-based query engine from the ground up to search through a database of over 60,000 UBC sections and 300+ rooms
- Designed and implemented a front-end web application using Next.js that utilizes REST endpoints of the query engine.
- Successfully implemented Agile methodologies to drive efficient and effective project management, resulting in enhanced partner collaboration.

Technologies: TypeScript, Node.js, Next.js, Mocha, Chai, JSON, Git

December 2022 – January 2023

Platodoro *[Personal]*

- Designed and developed a user-friendly Pomodoro timer application with a visually appealing screensaver that dynamically changes to promote focus.
- Created a 3D voxel using Blender and animated through Unity.
- Implemented C# scripts in Unity to handle core features of the Pomodoro timer, such as starting and pausing the timer, managing intervals, etc.

Technologies: C#, Unity, Git

January 2022 – April 2022

Checkers Application *[Academic]*

- Applied OOP concepts such as encapsulation, inheritance, and polymorphism to create a modular and maintainable codebase for a Checkers game.
- Ensured smooth navigation and easy access to different features of the application through a well-organized and user-friendly GUI design implemented with JFrame.
- Utilized JSON serialization to convert the game board's data, including the positions of the checker's pieces, into a JSON format for storage (and vice-versa).

Technologies: Java, JFrame, JUnit, JSON, Git

ADDITIONAL WORK EXPERIENCE

September 2022 - *Present*

Private Tutor, *Hillhouse Education*

- Provided academic support and guidance to high school students in mathematics, economics, and computer science through private tutoring sessions.

January 2022 – August 2022

Notetaker, *Centre for Accessibility at UBC*

- Produced concise, comprehensive notes and provided them to clients promptly, ensuring clear communication and documentation of key information.
- Demonstrated exceptional organizational skills and academic achievement, leading to selection for the position based on this qualification

EDUCATION

The University of British Columbia, *Vancouver, BC*
Sept. 2021 – June 2026
4.3 /4.33 GPA
Bachelor of Arts, Major in Computer Science and Economics

Awards:
Chung Family Scholarship in Arts (2023)
Dean’s List (2022)
BC Achievement Scholarship (2021)