Calvin Huang

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Education

Bachelor of Science, Computer Science

August 2020 - May 2024

Stevens Institute of Technology – Hoboken, New Jersey

Relevant Coursework: Natural Language Processing, Deep Learning, Statistical Machine Learning, Data Structures & Algorithms, Machine Learning Fundamentals, Systems Programming, Discrete Structures

Projects

Mangastyle - Site | GitHub

July 2022 - Sep 2022

- Developed a full stack web-app for artists to find the most trending manga-style art on twitter in real-time (Python,
 Django, MySQL, Twitter API, AWS, Docker, Nginx, GitHub Actions)
- Created a filter to allow users to search for art based on time posted, artist followers, art likes, and art style
- Designed an algorithm to process large api requests from twitter, allowing for **20-fold** more data fetched within rate limits

Experience

Tutoring - Stevens Institute of Technology

Jan 2022 - Present

- Math and CS Tutor
 - Met high school and college students regularly to cover the problem solving process for Linear Algebra, Calculus,
 Statistics, cs50 Stanford Course
 - Improved 2 college student's grades by 10% after tutoring and helped high school student complete cs50

CS Course

June 2021 - August 2021

Course Instructor

- Prepared and conducted a 2 week computer science introduction course for 16 students from junior high school covering concepts like OOP, DSA, Time Complexity
- Learned to better explain technical concepts and got students to use C to solve challenges like reversing a linked list

KIKUU – Hangzhou, Zhejiang, China.

June 2018 - July 2018

Software Engineer Intern

Front-end development on online shopping android application.

- Designed and implemented shipping address UI that resulted in on average 30% less time spent on adding and changing shipping address (Java, Android Studio, XML)
- Worked with team to develop a reward feature that allocates a star and discount to vip users that lead to an estimated
 10% growth in consumption for vip users

Citrus Circuits 1678 FRC Robotics – Davis, CA. Lead App Developer

Aug 2016 – Dec 2018

Full-stack development on scouting android application.

- Lead a team of 5 members to develop a scouting app responsible for efficiently gathering data on all robots in the competition (Java, Android Studio, Firebase, GitHub)
- Taught new members of the app team how to code in Java, use Android Studio, the Firebase SDK, and the importance of version control with Git and GitHub
- Designed new UI that was a one-to-one copy of the competition arena leading to 100% positive feedback from users

Skills and Interests

Programming Languages: Python, Java, JavaScript/TypeScript, C#, C++, SQL

Technologies: Git, ReactJS, HTML, CSS/Bootstrap, MySQL, Django, AWS, Nginx, pandas, Keras, Tensorflow, Scikit-learn

Interests: Backend, Full-stack, Game Development, Data Science, Machine Learning, Computer Vision