

JEFFREY HUANG

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11887 NW 69th Place, Parkland, FL 33076

EDUCATION

University of Illinois at Urbana Champaign

B.S. Computer Engineering

Champaign, IL

Aug. 2013 – May 2017

Major GPA: **3.1**

Completed Coursework

- Data Structures and Algorithms, Computer Systems Engineering, Computer Systems and Programming, Discrete Math, Introduction to Computing

Honors

- 1st Place – PURE program, Best undergraduate research poster
- 2nd Place - Microsoft Sponsored OS Design Competition

EXPERIENCE

VMware, Inc.

Palo Alto, CA

June 2015 - Present

Software Engineering Intern, Hybrid Cloud Services

Ruby, Rails, PostgreSQL, Puppet

- Worked on frontend Ruby on Rails application and backend Ruby application for deploying new VMs
- Integrated new features such as the ability to deploy a secondary master pod in the POD configuration

Quicket Solutions Inc.

Champaign, IL

Feb 2015 – May 2015

Software Engineer, Full Stack

Javascript, Python, Web2Py

- Designed and engineered a revision control system for form data in the Quicket Solutions web application.
- Slimmed down the codebase and rewrote several functions to scale
- Developed front end search feature for web application

University of Illinois at Urbana Champaign.

Champaign, IL

May 2014 – Jan 2015

Web Developer, Team Leader

PHP, Javascript, HTML, CSS

- Led team of four undergraduates in maintaining and developing features for a fundamental UIUC ECE course

PROJECTS

Qe

July 2015 - Present

Backend Programmer

NodeJS, MongoDB

- Develop endpoints for use in mobile application and real time systems for handling music data intended for real time music sharing application

Seg Fault Operating System

Mar 2015 – May 2015

Kernel Programming

C, x86

- Developed a barebones Linux inspired kernel in C and x86 capable of running on physical hardware (ASUS EEE PC) in a team of four
- Included virtual memory, signals, read/write filesystem based on inodes, user code execution, color terminal with history, full keyboard, sound, and mouse drivers, terminal driver that supported multiple virtual shells drivers, processor scheduler, dynamic memory allocation, system calls.

Image Based Navigation System

Feb 2015 – May 2015

Research Programmer

Matlab, C++

- Developed a method of storing large image files (25MB+) into smaller images to be recreated on demand to fit the constraints of an embedded board

SKILLS

Programming Languages & Technologies

- C++, C, Javascript, Java, Python, Ruby, ObjC
- NodeJS, MongoDB, PostgreSQL, Web2Py, Bootstrap, Ruby on Rails

Operating Systems & IDEs

- Worked with Unix (Linux & OS X) & iOS
- Have used xCode, Sublime Text, Vim, Sublime Text, Brackets