JEFFREY HUANG

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EDUCATION

University of Illinois at Urbana Champaign
Bachelors of Science Computer Engineering 2017
Taken: CS 225 Data Structures (A+), ECE 391 Computer Systems (A)
GPA: 3.13

EMPLOYMENT

VMware, *MTS - Intern*, Palo Alto, CA — Jun 2015

Quicket Solutions, *Part time Software Engineer*, Champaign, IL — Feb 2015 - May 2015

- Developed a front end search feature in javascript
- Developed a custom revision control system in javascript and python (client/server)
- Numerous changes to the code base, generalized and rewrote multiple sections to scale

University of Illinois at Urbana Champaign, *Undergraduate Lab Assistant*, Champaign IL — Jan 2015 - May 2015

- Lab Assistant and Grader for ECE 220, an introduction to systems and programming class

PROJECTS

Seg_Fault OS

- Developed a barebones Linux inspired OS over the span of a month in a team of 4
- Included paging, read only file system parsing, signals, user level code, RTC / Keyboard / PIT, scheduler implemented using round robin, 10 system calls, up to 4 virtual terminals.
- Went further and implemented several extra credit features, Soundblaster 16 driver, mouse driver, DMA driver, signals, terminal colors, RTC virtualization, 5 additional system calls including sbrk

Image Based Navigation System

- Research Project trying to see if it was possible to use a camera and image matching algorithms to guide a UAV when gps and other sensors fail
- Developed the method for storing large images in physical storage using a QuadTree structure by splitting the images into smaller 100x100 images and restoring the images as needed.

SafeWalks (iOS)

- Developed a mobile application in a team of two for the police department at UIUC.
- Intended as a front end for the school's SafeWalks program and allowed students to easily send a request to the police department

AWARDS

OS Design Competition ~ 2nd Place, *ECE 391* — May 2015

Placed second place in the ECE 391 OS Design Competition among 30+ teams. Created extra features such as signals, sound blaster 16 driver, mouse driver, malloc, advanced VGA settings, non-persistent writable file system, virtualized RTC, terminal history, and ran our OS on real hardware.

Best Research Poster, *PURE* — Apr 2015

- Awarded best poster for the Image Based Navigation System project among a group of around 25 undergraduate teams

Memory Lane ~ VandyHacks 2015 Sponsor Prize, *Digital Reasoning* — Mar 2015

- Memory lane is an application that was developed at a hackathon at Vanderbilt that is intended to help you learn a language in a new way that is fun and effortless.

ACTIVITIES

ECE Pulse, *Webmaster* — May 2015 - Current

SKILLS

PROGRAMMING: C, C++, x86, Python, ObjC, Ruby
FRAMEWORKS AND TOOLS: GDB, Vim, Rails, Web2Py, Cocoa Touch and iOS SDK, LLDB

I can GDB my way out of anything