

JEFFREY HUANG

11887 NW 69th Place, Parkland FL 33076 • 954.643.3079 • jhuang61@illinois.edu • github.com/seadraa

EDUCATION

College of Engineering, University of Illinois at Urbana Champaign | Illinois

Graduation Date: May 2017

Bachelor of Science, Computer Engineering

GPA: 3.13 | Major GPA 3.1

Coursework: Data Structures and Algorithms (CS 225 A+), Computer Systems Engineering (ECE 391 A), Computer Systems and Programming (ECE 198KL A-)

Honors: Microsoft OS Design Competition (2nd Place – Seg Fault OS), Best Undergraduate Research Poster (1st Place – Image Based Navigation System), VandyHacks Digital Reasoning Sponsor Prize – Memory Lane Web Application

WORK EXPERIENCE

VMware

Palo Alto, CA

Software Engineering Intern – Hybrid Cloud Services

Jun 2015 – Aug 2015

- Worked on automated VM deployment system which included a frontend Ruby on Rails application for creation of new VMs to deploy and backend Ruby application for spinning up new VMs based on data stored in the Rails application
- Automated creation of Nagios host CFG files by developing Python application leveraging internal APIs
- Wrote Puppet scripts to automate VM monitoring solution deployment remotely

Quicket Solutions

Champaign, IL

Software Engineer – Quicket Web Application

Feb 2015 – May 2015

- Created and implemented new features for law enforcement web application; worked full stack
- Worked autonomously on design and feature creation for automated ticketing system; currently in use by Illinois Police Departments, major features include front end search feature in JavaScript and custom revision control system in JavaScript and Python

University of Illinois, Urbana Champaign

Champaign, IL

Web Development Team Leader

May 2014 – Jan 2015

- Led team of four undergraduates in maintaining and developing features for a fundamental UIUC ECE course
- Created features such as interactive examples and scalable solution to easily convert course notes from plain text into HTML; architected and built entire site from scratch with no frameworks

RELEVANT PROJECTS & ACTIVITIES

Seg_Fault OS

Champaign, IL

Kernel Programmer – Microsoft OS Design Competition

Mar 2015 – May 2015

- Developed barebones Linux-inspired OS in C and x86 capable of running on physical hardware (ASUS EEE PC)
- Included paging, read/write file system, signals; executed user code in ring 3, RTC/Keyboard/PIT/DMA/mouse /terminal/soundblaster 16 drivers, process scheduler, system calls, virtual shells, terminal color and history, RTC virtualization, advanced VGA features (mode 13h), malloc
- Won 2nd place in the ECE 391 OS Design competition amongst ~160 engineers

Image Based Navigation System

Champaign, IL

Research Programmer

Feb 2015 – Apr 2015

- Developed a method to enable the storage of large images (10 MB) in physical storage using a QuadTree structure due to the memory constraints of an embedded system
- Won best poster in the PURE program of undergraduate research amongst ~50 engineering students

SafeWalks (iOS)

Champaign, IL

Lead iOS Developer

Jan 2015 – Mar 2015

- Developed a feature – rich mobile application in a team of two for the police department at UIUC
- Executed the project on a campus – wide scale as a front end for the school's SafeWalks program; enabled convenient request placement by students with simultaneous information storage and accuracy for the police

SKILLS & INTERESTS

Technical Skills: C, C++, x86, JavaScript, ObjC, Ruby, Python, ECE Pulse Webmaster

Frameworks & Tools: GDB, Vim, NodeJS, MongoDB, Rails, Web2Py, Cocoa Touch and iOS SDK, LLDB, XCode

Interests: Realtime systems, Data applications, Systems Engineering, Hiking, Surfing, Electronic Music

I can GDB my way out of anything