

JEFFREY HUANG

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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 (A+), Computer Systems Engineering (A), Computer Systems and Programming (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

- Developed an automated VM monitoring solution using Nagios and internal APIs
- Automated creation of host cfg files by developing Python scripts leveraging Presto APIs and other internal tools
- Creating automated deployment solution using Puppet to enable remote deployment of VM monitoring solution

Quicket Solutions

Champaign, IL

Software Engineer – Quicket Web Application

Feb 2015 – May 2015

- Created and implemented new features for law enforcement web application, working full stack; worked autonomously on design and feature creation for automated ticketing system for Application; currently in use by Illinois Police Departments
- Designed a front end search feature in javascript and a custom revision control system in javascript and python
- Developed and implemented changes to the code base, generalized and rewrote numerous sections to scale

University of Illinois, Urbana Champaign

Champaign, IL

Web Development Team Leader

May 2014 – Jan 2015

- Led a team of four undergraduates in maintaining and developing features for ECE 110 – a fundamental course website
- Created features such as interactive examples and a scalable solution to easily convert course notes from plain text into HTML; architected and built the entire site from absolute scratch with no frameworks

RELEVANT PROJECTS & ACTIVITIES

Seg_Fault OS

Champaign, IL

Kernel Programmer – Microsoft OS Design Competition

Mar 2015 – May 2015

- Designed Seg_Fault to win 2nd place in the ECE 391 OS Design competition amongst ~160 engineers
- Developed the barebones Linux inspired OS in C and x86; included paging, read/write file system, signals
- Executed user code in ring 3, RTC/Keyboard/PIT/DMA/mouse/soundblaster 16 drivers, process scheduler, system calls, virtual shells, terminal color and history, RTC virtualization, advanced VGA features (mode 13h), malloc
- Ran with no major modification Seg_Fault OS on physical hardware (old ASUS EEE PC)

Image Based Navigation System

Champaign, IL

Research Programmer

Feb 2015 – Apr 2015

- Won best poster in the PURE program of undergraduate research amongst ~50 engineering students
- Researched the possibility of camera usage & image matching algorithms to guide UAVs when other sensors fail
- Developed the method to enable the storage of large images in physical storage using a QuadTree structure

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, Rails, Web2Py, Cocoa Touch and iOS SDK, LLDB

I can GDB my way out anything