

# JEFFREY HUANG

jhuang61@illinois.edu | (954) 643-3079 | U.S. Citizen

11887 NW 69<sup>th</sup> 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

- 1<sup>st</sup> Place – PURE program, Best undergraduate research poster
- 2<sup>nd</sup> Place - Microsoft Sponsored OS Design Competition (ECE 391)

## 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 JavaScript framework for revision control of 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 in JavaScript

### 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, Socket.io*

- Develop endpoints for use in mobile application and used sockets for handling real time music data intended for distributed music 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 and Programming

*Matlab, C++, OpenCV*

- Developed method for dividing large image files (25MB+) into smaller images to be recreated on demand to store on embedded board
- Applied computer vision algorithms to navigate UAV to a preset destination

## SKILLS

### Programming Languages & Technologies

- C++, C, JavaScript, Java, Python, Ruby, ObjC
- NodeJS, MongoDB, PostgreSQL, Web2Py, Bootstrap, Ruby on Rails, Socket.IO

### Operating Systems & Tools

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