Darren Huang

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY
Computer Science, Math Bachelors of Arts

August 2016 - May 2020
Major GPA: 3.95

Relevant Coursework
Data Structures, Designing Information Devices and Systems, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory, Multivariable Calculus, Efficient Algorithms*, Machine Structures*, Intro to AI*
* anticipated/currently taking

INTERNSHIP

SOFTWARE ENGINEER INTERN
Alarm.com
June 2017 - Aug 2017

- Detected real-time anomaly in a timeseries data using a supervised ensemble machine learning program
- Created an interface with that uses unsupervised machine learning functionality to analyze seasonality and overall trend of input data
- Predicted most problematic server metrics and created a web dashboard to display the sorted metrics

PROJECTS

CAL HACKS 4.0
WRLD API Prize Winner
Fall 2017

- Integrated WRLD's 3D mapping with indoor routing, local visualization of social media content, and voice recognition through Google Cloud's API
- Created fully functional web application with team of 4 using Jade, CSS, and node.js within 36 hours

DATABASE
Spring 2017

- Individually designed the backend of a database structure modeled after SQL
- Supported user query data retrieval using Java, such as: merging tables, filtering rows, computing various data types, and loading/creating data tables

BEARMAPS
Spring 2017

- Implemented backend of web mapping application of Berkeley, using Java to create shortest path algorithm (A*) to allow for efficient destination routing
- Supported location-search auto-completion with Trie structures, and frontend zoom capabilities/image and map rasterization with quad-tree structures

EXPERIENCE

RECOVERY ENGINEER
Cal Space Technology And Rocketry
Sep 2016 - Present

- Automate parachute selection for the most optimal landing using Python
- Design the section of the rocket responsible for the GPS, altitude readout, shock cords, parachutes, and deployment events for NASA's College Student Launch Initiative as part of the Recovery team

ROBOTICS INSTRUCTOR
Learning Bee Education Center
Nov 2014 - Aug 2016

- Developed various week-long and year-long programming, robotics, and electronics curriculum for kids between 1st and 7th grade
- Advised students with building a robot for the FIRST Lego League competition

SKILLS

- **Languages:** Python, Java, Lua, JavaScript, node.js, Jade, SQL, Scheme, MatLab, HTML, CSS, LATEX
- **Tools/Libraries:** Git, PyCharm/IntelliJ, Linux, Graphite Database, Python Facebook Chat package
- **Supervised/Unsupervised Machine Learning:** Timeseries, Weka, Shapelet Transforms, and basic classification models (ie. random forest, support vector machines, ensembles, boosting)