

Derek Huang

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EDUCATION

Simon Fraser University

Burnaby, BC

B.Sc. Joint Major in Business Administration and Computing Science (Co-op)

Expected Spring 2026

- CGPA: 3.56; Dean's Honour Roll, President's Honour Roll, SFU Open Scholarship, Beedie Study Abroad Award
- Relevant Courses: Software Engineering, Database Systems, AI, Mobile App Programming, Data Science

EXPERIENCE

Student Software Developer

Feb. 2024 – Present

SFU Blueprint

Burnaby, BC

- Built AI chatbot for MOSAIC using retrieval augmented generation (RAG), chain of thought (CoT) prompting, and OpenAI API to assist newcomers in BC
- Developed full-stack admin dashboard using TypeScript, TailwindCSS, and Firebase Auth
- Designed RESTful API with Flask to sync Neo4j graph data, supporting live updates from frontend
- Set up CI/CD pipeline for automated testing, deployment, and staging environments

Business Intelligence Intern

Sep. 2024 – Apr. 2025

Canucks Sports and Entertainment

Vancouver, BC

- Automated post-game survey reporting using Python and Tkinter; reduced report generation time by 95%
- Mapped fan data for Canucks Wrapped campaign; personalized content for 23,000+ fans using SQL and NHL API
- Fulfilled 100+ ad hoc data requests using pandas and NumPy for marketing, sales, and partnerships
- Built NLP model with DistilBERT for classifying fan feedback; enabling smart routing of comments
- Built automated pipeline in Microsoft Fabric using Python and the Salesforce API to streamline Salesforce opportunity tracking and reduce manual workload

Business Analyst Co-op

Sep. 2022 – Dec. 2022

D-Wave Quantum

Burnaby, BC

- Worked in Agile/Scrum environment; participated in sprint planning and daily standups
- Led UAT for new features using Postman and Salesforce; delivered training to stakeholders
- Gathered and documented requirements for new initiatives
- Built and maintained Power BI dashboards presented to executives

PROJECTS

Web-Based Assistive Technology Keyboard | *React, FastAPI, WebGazer.js, Whisper* Mar. 2025 – Apr. 2025

- Developed eye-tracking system with WebGazer.js to enable gaze-based keyboard interaction for users with mobility impairments
- Collaborated in a 5-person team to build an assistive keyboard with auto suggestions and speech-to-text
- Achieved perfect accessibility score (100/100) in Google Lighthouse by adhering to WCAG 2.1 standards

Dead City Chronicles | *Java, JUnit, JaCoCo*

Sep. 2023 – Dec. 2023

- Designed and implemented a 2D maze game using object-oriented principles
- Ensured quality using unit/integration testing and coverage via JaCoCo; automated with Maven

FluentU | *Kotlin, Google Translate API, SQLite*

Nov. 2023 – Dec. 2023

- Built language learning app with MVVM architecture and offline SQLite storage
- Used Google Translate API for dynamic translation of vocabulary and quizzes

Hospital Bot | *Python, Flask, Twilio, Selenium, Heroku*

May 2022 – June 2022

- Built SMS bot to help users find nearby hospitals with available rooms during COVID-19 by scraping real-time data on ER wait times
- Integrated Twilio API for SMS, developed backend with Flask and Selenium, and deployed to Heroku

TECHNICAL SKILLS

Languages: Python, C/C++, Java, Kotlin, JavaScript, HTML, CSS, SQL, Matlab, Typescript

Frameworks/Tools: React.js, Node.js, Flask, Neo4j, JUnit, Power BI, Git, Linux, Jira, CI/CD, Heroku

Libraries: pandas, NumPy, Matplotlib, scikit-learn, Selenium, BeautifulSoup, TailwindCSS

Concepts: Agile, Data Visualization, Prompt Engineering, NLP, Software Testing