

GORDON HUANG

Seattle, WA | 206-234-2873 | gordondhuang@gmail.com | linkedin.com/in/gordondhuang | github.com/gordondhuang

EDUCATION

University of Washington

Seattle, WA

Bachelor of Science in Computer Science, Minor in Data Science

Expected June 2026

Relevant Coursework: Computer Vision, Computer Security, Data Structures & Parallelism, Data Management, Database System Internals, Distributed Systems, Foundations of Computing I-II, Hardware/Software Interface, Intro to Artificial Intelligence, Intro to Algorithms, Natural Language Processing, Machine Learning, Matrix Algebra, Software Design & Implementation, Systems Programming, Systems & Software Tools

PROFESSIONAL EXPERIENCE

Undergraduate Research Assistant

Jan 2025 – Present

University of Washington - Make4all Lab: Accessible Generative Design Tools

Seattle, WA

- Exploring and assessing fabrication workflow use cases for fabrication generated through AI for disabled individuals and novice end users
- Implementing Python-based tool generator using LangGraph that utilizes a multi-agent GAI fabrication system to produce design tools for users
- Evaluating the tool against other LLMs using qualitative and quantitative analysis for the user-specified metrics of both the interface and tool output

Software Engineering Intern

Jun 2024 – Aug 2024

GlobalDeal

Tokyo, Japan

- Developed an emailing service using JavaScript and Nylas API to facilitate mass emails to 300+ potential sponsors to optimize efficiency for a hackathon in Indonesia called GlobalHack
- Networked with 20+ potential clients as a company representative at a trade show to foster business growth
- Enhanced Figma skills by designing tailored wireframes and leveraging Shopify API to improve e-commerce branding for clients

Intern/Apprentice

Mar 2022 – June 2022

Computing for All

Seattle, WA

- Achieved a solid understanding of Figma and a foundation in core principles of app design
- Acquired insight from career experts and simulated real work practices

Intern/Project Lead

July 2021

Simulated Immersive Experimental Realities

Seattle, WA

- Rehearsed and completed the Unity Program Certification Exam to become a Unity Certified User: Programmer
- Instructed and guided two team members on C# programming and navigating the Unity game engine
- Iterated and developed versions of a C#-based virtual reality game on Unity that implemented self-sustaining island modules solutions

PROJECTS & LEADERSHIP

GEN1

Sept 2024 – Present

Treasurer

Seattle, WA

- Facilitating social and career oriented events aimed at supporting first generation college students
- Collaborating with executive board members through weekly meetings, and managing the budget for 4+ events each quarter
- Engaging with students, faculty, and industry professionals through outreach and events to cultivate relationships and enhance personal growth and club presence

Caf-fiend, DubHacks Hackathon | JavaScript, HTML, CSS

Oct 2023

- Constructed a web application using HTML, CSS, JavaScript, and front-end frameworks such as Bootstrap to track caffeine consumption using a caffeine database of energy drinks
- Collaborated with a team and gained mastery over Git, version control, and branching
- Demonstrated leadership through the resolution of difficulties using the repository and pivoting from app development

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, TypeScript, R, C, C++, HTML, CSS

Frameworks/Libraries: React, Node.js, Next.JS, Express, Bootstrap, LangGraph, PyTorch

Developer Tools: Git, Figma, Unity, Visual Studio Code, IntelliJ