

Gordon Huang

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Education

University of Washington

Bachelor of Science in Computer Science, Minor in Data Science

Seattle, WA

Expected June 2026

Relevant Coursework

- Computer Vision
- Computer Security
- Data Structures & Parallelism
- Data Management
- Database System Internals
- Foundations of Computing I–II
- Hardware/Software Interface
- Intro to Artificial Intelligence
- Intro to Algorithms
- Machine Learning
- Matrix Algebra
- Software Design & Implementation
- Systems Programming
- Systems & Software Tools

Experience

Student Researcher

Jan 2025 – Present

University of Washington: Accessible Generative Design Tools

Seattle, WA

- Exploring and assessing the use cases for the disabled individuals and novice end users
- Implementing and developing a tool generator that utilizes a multi-agentic GAI fabrication system to produce outputs 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

GlobalDeel

Tokyo, Japan

- Contributed to proposals for a hackathon in Indonesia called GlobalHack
- Developed an emailing service to facilitate mass emails to hundreds of potential sponsors in GlobalHack
- Networked with 20 potential clients as a company representative at a tradeshow
- Enhanced Figma skills by designing and creating tailored wireframes 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 solutions for the company

Projects

Canvas Fetcher | *Canvas API, Python*

Feb 2023 – Present

- Produced a GitHub project to aid students with a web scraper that extracts course information using Python
- Initiated the development of a Notion integration using Notion API

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: React, Node.js, Next.JS, Express, Bootstrap, LangGraph

Developer Tools: Git, Figma, Unity