

Mitchell Huang

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EDUCATION

University of California, Berkeley (Berkeley, CA)

- B.A. Computer Science

WORK EXPERIENCE

Massdrop (San Francisco, CA)

Full-stack software engineer, May 2015 – August 2016

- Re-engineered Massdrop from PHP to an event driven Node.js/React single page app.
- Developed the “masterpiece” composition area of our new Talk feature using Draft.js.
- Integrated bitcoin payments via BitPay into our React front-end and API.
- Performed various A/B tests alongside our product team to increase user conversion.
- Lead the development of a native iOS/Android alpha app using react-native.
- Massdrop acquired a \$40 million series B during my time there.

Reddit Unofficial Gaming Community (New York, NY)

Founder, co-moderator, and engineer, September 2012 – January 2014

- Founded the /r/tf2eastcoast gaming community and moderated the /r/rugc subreddit.
- Managed its game servers, DevOps infrastructure, community, and administrators.
- Developed a Node.js tournament application with Steam OpenID and Amazon EC2 for on-demand game servers (see github.com/huangbong/tf2-ultiduo).
- At its peak, our main server in New York City was ranked among the top 10 most trafficked Team Fortress 2 servers in the world according to Gametracker.com.

SKILLS

Programming languages

- Javascript (full-stack, isomorphic), Python, Java, Go, PHP, C, C++, MIPS

Database technologies

- PostgreSQL, MySQL, Redis, MongoDB, memcached, SQLite

DevOps technologies

- Linux, Amazon AWS, Kubernetes, Docker, Xen, KVM, OpenVZ, LXC, Chef, Puppet, Jenkins, Ansible, NGINX, HAProxy, Codeship, Travis, Rollbar, Varnish, etc...

PUBLICATIONS

“Efficient and generalized processing of multidimensional NUS NMR data: the NESTA algorithm and comparison of regularization term”, Shangjin Sun, Michelle Gill, Yifei Li, Mitchell Huang and R. Andrew Byrd, Journal of Biomolecular NMR, DOI 10.1007/s10858-015-9923-x.