Tony J Huang

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EXPERIENCE

Flexport   **San Francisco, CA**

Software Engineer (Fullstack)   Jul 2021 - Feb 2024

NextJS + React, GraphQL, Ruby Rails, Sidekiq Job Queue, Postgres, AWS S3, Kotlin Spring, gRPC, Datadog, Snowflake

- Automated workflows with LLM GPT models to extract unstructured data from emails.
- Created a UI playground for ML engineers to fine-tune prompts for the Large Language Model.
- Enhanced document upload process by implementing direct S3 uploads and improved form submission with robust error handling.
- Enhanced query response times by implementing pagination, optimizing n+1 queries, and employed lazy loading for less frequently accessed data.
- Developed UI to preview documents along with extracted data and superimposed OCR bounding polygons.
- Constructed dynamic form to capture human data corrections from predefined schemas.
- Logged audit trails for document access, permissions, and metadata modifications.
- Designed user-configurable rule-based workflow to automatically generate documents.
- Developed observability dashboards for monitoring and reporting system performance.

J.P. Morgan Chase   **San Francisco, CA**

Software Engineer (Front End)   Mar 2019 - Jul 2021

- Developed WCAG-compliant user interface features for Chase.com while also improving existing ones.
- Enhanced application performance and user experience by handling and caching for multiple async requests.

Liberty Mutual Insurance   **Boston, MA**

Data Scientist   Jul 2014 - Aug 2017

- Learned VBA independently to automate report generation and streamline business processes.
- Developed interactive HTML-based heat map analysis and visualizations.
- Conducted regional segmentation analysis using hierarchical clustering and K-means algorithms.
- Applied geospatial smoothing techniques to mitigate abrupt step-wise grouping near geographical boundaries.

PROJECTS

Atari Breakout Game with Hand Waving Controls   live | repo

(TensorFlow, JavaScript, HTML5, Canvas, CSS3, Webpack)

- Utilized a trained ML model to enable control of the Classic Atari Breakout game by waving your hand, predicting multiclass classifications from captured webcam frames.
- Devised a collision detection algorithm to eliminate bricks and alter the trajectory of the ball when it makes contact with the control platform.
- Programmed a custom loading spinner that replicates gameplay through CSS transform animations.

Kilogram   repo

(Ruby on Rails, BCrypt, AWS S3, ReactJS, Redux, Heroku, jQuery, Webpack)

- Developed a full-stack Instagram clone that includes image posting, user following, and nested commenting.

TeslaCam Video Player   repo

(Electron, ExpressJS, ReactJS, NodeJS)

- Created an application for synchronized viewing of camera footage from multiple perspectives.
- Implemented a BFS approach to perform a thorough search within child directories for recorded videos.

EDUCATION

App Academy   **San Francisco, CA**

Full Stack Web Development Program   Dec 2018

Boston University, College of Engineering   **Boston, MA**

Master of Science, Electrical Engineering; GPA 4.0   Attended 2017 (Dropped)

Bentley University   **Waltham, MA**

Bachelor of Science, Actuarial Science; magna cum laude; Major GPA: 4.0   May 2014