

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, 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