

EDUCATION

University of California, Berkeley
Bachelor of Arts in *Computer Science*
GPA: 3.58

Years: August 2014 - May 2017

TECHNICAL EXPERIENCE

Pandora Media in Oakland, CA
Software Engineer: Platform Technology

June 2017

ASUC Office of the Chief Technology Officer in Berkeley, CA
Backend Director: BerkeleyTime.com

September 2016 - Present

- Scale backend infrastructure to reflect increase in usage and traffic
- Provide technical and codebase (65,000 lines of code and growing) knowledge for other engineers
- Lead backend team (8 engineers) to build new features and refactor old unscalable code
- Roadmap projects that improve the scale and performance of the web servers (redo caching system, etc)
- Review code other engineers push before merging with master and pushing to Heroku

Pandora Media in Oakland, CA
Software Engineer Intern: Platform Technology

June 2016 - August 2016

- Improve second level cache performance during rolling updates of application servers by developing and integrating a centralized system that utilizes Redis, Memcached, and Hibernate to coordinate important information between new and old application servers
- Install MemSQL on server cluster, load 20 billion rows of data from the Hadoop Distributed File System, and evaluate MemSQL's capabilities
- Investigate, debug, and repair remediation server implementation

ASUC Office of the Chief Technology Officer in Berkeley, CA
Backend Software Engineer: BerkeleyTime.com

October 2015 - Present

- Work with a team of other engineers to add, update, and test new features for the Django app that assists thousands of Berkeley students in querying over 14000 classes along with their corresponding grade and enrollment data
- Implement new API for class information developed by school by refactoring and deprecating old code
- Integrate Sentry for real time crash and exception notification

University of California, Berkeley in Berkeley, CA
Undergraduate Researcher: BioSense Lab

November 2015 - August 2016

- Develop real time web-based API using WebRTC, OpenCV, and Node.js (backend) for the emotion analytics SDK, Affectiva for research and experimental purposes

University of California, Berkeley in Berkeley, CA
Lab Assistant for Structure and Interpretation of Computer Programs (CS61A)

June 2015 - January 2016

- Help and assist students with course work (homework, labs, and projects) in order to further their understanding of the main concepts and ideas of computer programming.

PERSONAL PROJECTS

MyGeneralManager

- Java command line program that web scrapes basketball statistics, stores them in various data structures, and serializes them

SoundFyre.net (group project)

- Developed and maintained a social media website for local musical artists to share their music
- Implemented using Google Maps API, Parse (backend), JavaScript, jQuery, CSS, and HTML

EricHuynhing.com

- Personal website, inspired by Sublime Text, made from ground up with HTML, CSS, and jQuery

TECHNICAL SKILLS

Java, Python, C, C++, SQL, Git, HTML, JavaScript, jQuery, CSS, Django, Heroku, Bootstrap, Scheme