

Ying Huang

Software Engineer

I am a tenacious self-taught programmer with enthusiasm and creativity, learning the latest technologies to be attuned to the fast-changing industry. My architectural background gives me multiple graphic skills and abundant design experience, I want to design the best production to impact more people's life.

huangying0528@gmail.com

Phone: 424-402-7405

Chicago, Illinois(Willing to relocate)

Personal Website

GitHub

LinkedIn



Portfolio Website

TECHNICAL SKILLS

Technologies

HTML5, CSS3, Javascript, Typescript, Ajax, Python, Node, Http

Frameworks/Libraries

jQuery, React, Angular

Database

MySQL, SQL, Cloud Firebase

Graphic & Media

Graphic: Adobe Illustrator, Photoshop, Indesign 3D

Modeling: Autodesk Maya, Rhino

Animation: After Effect, Premiere, Cinema4d

Other

Unity, Machine learning(Python), Oculus developer(VR), Magic Leap(AR)

PROJECTS

Music Board

A playful music app. When users tap on different keys, the soundtrack plays and create cool animation.

- Using pure CSS To Achieve 3D Effects And Animation

Airplane Game

An airplane shooting game users shot enemies and be challenged to get higher score.

- Javascript
- Original Graphic Design

Weather Card App

A weather app for local or anywhere you want to search, users can find full weather data with nice pictures in the app, which they can add notes to it, save to local or share in social media.

- React Front End
- Multiple APIs Call
- Chart.js For Real Time Weather Chart

10000-Hour Tracking App

An application track the time spent on achieving a goal (learning a skill), which helps users to deliberately practice skills and improve.

- React Front End
- Firebase Data Storage
- Chart.js For Daily Time Spend

Recipe Search App (Front-end & Back-end)

An application for searching recipes, users can view the details of recipes and save the recipe by marking it.

- Angular front end
- MySQL Database
- Python Flask Back End API

Unity VR Art Gallery Project

Painter David Hockney's artwork visualization project. The user enters VR and views the drawings organized by big data.

- Unity & C#
- Big data analysis of paintings based on relevance

EXPERIENCE

Freelance Web developer

Chicago, IL
2020

Architect

SmithGroup

Chicago, IL
2019-2020

EDUCATION

Master's in Architectural and Building Science/Technology

University of California, Los Angeles(UCLA)

Los Angeles, CA
2018-08 - 2019-06

1. Learning Unity and C#
2. Machine learning, Neural style transfer
3. Using VR technology to create virtual reality application

Bachelor's in Architecture

Harbin Institute of Technology

Harbin, China
2013-09 - 2018-06

1. Head of Algorithm & Digital Design Club
2. Head of Publicity Department of College student union
3. Member of the university website design team