# JASPER HUANG

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## SKILLS AND KNOWLEDGE

- Product-driven full stack engineer with a passion for developing web and mobile applications.
- Typescript, Javascript, Python, Java, GraphQL, PHP, SQL, C++
- Software Architectures (Async, Client/Server, MVC, RESTful APIs) with Node.js, Express.js
- Front-end frameworks/component-based systems (React/React Native), state management patterns (Redux)
- Complex, event-driven applications using reactive and functional programming paradigms (ReactiveX).
- Relational (Google Cloud SQL, MySQL) and NoSQL databases (MongoDB, Firebase, DynamoDB).
- Unit tests (Jest, jUnit) and acceptance tests (Selenium) as well as using CI/CD tools (CircleCI/ TravisCI).
- Git Versioning (GitFlow), VSCode, WebStorm, Eclipse, PyCharm, MAMP, MySQLWorkbench, and various CLI tools.

## PROFESSIONAL EXPERIENCE

**Software Engineer Intern - Expensify; Remote**          **2021 February - 2022 January**
- Debugged and implemented features for Expensify's web and mobile apps, used by over 10 million users.
- Authored and reviewed technical design documents outlining the development process for new features.
- Managed and reviewed contributor pull requests for Expensify's open-source, cross-platform application.
- Utilized React/React Native, PHP, C++, SQL day-to-day in a test-driven development environment
- The last 5 months of this role were under a part-time capacity, balanced with a full-time undergrad student workload.

**Software Engineer Intern - PicCollage; Taipei, Taiwan**          **2020 August - 2021 January**
- Ideated, implemented, and tested features for a real-time collaborative collage editor with Typescript, React, RxJS, GraphQL, and Firebase using a functional software architecture (MDDV) employing the Observer pattern.
- Decoupled and refactored realtime editor components and published them as a reusable NPM module.
- Contributed utility functions and Jest unit tests for RxJS, Firebase and GraphQL libraries.
- Authored onboarding documentation describing best practices for functional programming and Typescript.

**Software Engineer Intern - Intertrust Technologies; Sunnyvale, CA,**     **2019 June - August**
- Developed testing framework for company's code obfuscation technology on self-developed 3D C# Unity games.
- Protected software against reverse-engineering and code tampering attacks by applying and testing code
- Uncovered areas for performance optimization through designing performance benchmarking procedures.
- Prepared presentation for business team presented in Japan's Game Developer's Conference.

## EDUCATION

**University of Southern California, Los Angeles, CA, United States**          **Grad May 2022**
**B.S. Computer Science**