

JASPER HUANG

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EDUCATION

University of Southern California, Los Angeles, CA, United States

Grad 2021

B.S. Computer Science

Relevant Coursework: Algorithms and Theory of Computing, Data Structures and Object Oriented Design, Software Engineering, Internetworking, Web Development, Computer Graphics, Computer Systems.

Presidential Scholar; GPA 3.44

SKILLS AND KNOWLEDGE

- Product-driven full stack developer, familiar with Javascript, Typescript, Java, Python, PHP, SQL.
- Web Service Architectures (Async, Client/Server, MVC, RESTful APIs) with Node.js, Express.js, and Firebase
- Front-end frameworks/component-based systems (React/React Native) and state management patterns (Redux)
- Complex, event-driven web and native applications using functional programming paradigms (ReactiveX)
- Relational (SQL) and non-relational databases (MongoDB).
- Git Versioning (Github/Bitbucket), VSCode, WebStorm, Eclipse, PyCharm, MAMP, MySQLWorkbench.
- Strong Data Structures and Algorithms fundamentals.

PROFESSIONAL EXPERIENCE

Software Engineer Intern - PicCollage, Taipei, Taiwan

2020 August - Present

- Ideated, implemented, and tested features for a real-time, collaborative photo-collage editor with Typescript, React, RxJS, and Firebase using an in-house software architecture (*MDDV*) employing the Observer pattern.
- Contributed reusable classes, components, and utility functions along with tests, improving developer workflows.
- Hosted usability testing; elicited and implemented feedback to perfect new features, improving success rate and user satisfaction by roughly 15% after each session.

Software Engineer Intern - Intertrust Technologies, Sunnyvale, CA, USA

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 obfuscation, integrity protection, and anti-debugging, and anti-piracy techniques.
- Uncovered areas for performance optimization through designing performance benchmarking procedures.
- Prepared presentation for business team presented in Japan's Game Developer's Conference.

PROJECTS

Doozy Task Manager Web App [\[link\]](#)

- Fully-fledged task manager web application developed with React.js, Redux, Node.js Express.js, and MongoDB.
- Developed algorithm that translates natural language into due dates and priorities to streamline the process of adding todo items.
- Optimized real-time server performance and scalability by minimizing calls to MongoDB.
- Improved user experience by implementing other features, including Google OAuth, smart lists and notifications.

Comic Relief Multiplayer Web Game [\[link\]](#)

- Developed with Javascript, the WebSocket API, jQuery, Node.js, Express.js, and HTML/CSS.
- Developed Express Node.js game server that creates and assigns concurrent game rooms and processes in-game events and logic through WebSockets.
- Configured game server to adapt to user disconnection events that would otherwise break gameplay.

Pathfinding Algorithm Visualizer [\[link\]](#)

- Educational tool developed in Javascript, HTML and CSS.
- Developed user-friendly UI providing visualizations of Greedy BFS, Dijkstra's Algorithm, A* Search, and Bidirectional A* using Javascript and CSS animations.
- Click and drag mechanic allows placing walls and weights to alter how the algorithms pick the shortest path between start and finish nodes.
- Ability to choose different simulation speeds allows viewing of each algorithm's execution in more/less detail.

WeatherPlanning Web App

- Developed a Java Tomcat server that interfaces with a Google Cloud MySQL database, encrypts any stored user information with RSA.
- Translated SRS requirements into technical specifications for my team to use.
- Wrote white box tests using JUnit and black box tests using Selenium and Cucumber that provided full coverage of the code base.
- Followed agile (scrum) processes over 3 two-week long sprints with small team of USC students, acted as scrum master and spearheaded sprint review process for my team.