Joshua Huang

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Education

Carnegie Mellon University – 3.79/4.0   *Pittsburgh, PA*

EXPECTED GRADUATION: June 2019   *Sept. 2015– Present*

B.S - Information Systems and Business Administration (Double Major)

Experience

Boeing   *Seattle, WA*

App Developer – IT Intern   *June 2018 – Aug. 2018*

- Full stack implementation of various features and user stories for 3D Product Illustrator
- Leveraged D3 to create reusable components that visualized translation metrics on Angular frontend
- Implemented Oauth authorization to secure resource server on Cloud Foundry in a team with four other developers
- Used C#, Java, ActionScript, Angular, D3, Cloud Foundry

SPI Lasers   *Southampton, UK*

App Developer – IT Intern   *June 2017 – Aug 2017*

- Developed standalone desktop application in Python to automate an obsolete purchase order process for all employees
- Implemented backend scripts to update and purge outdated line items in SQL database
- Used Python, SQL, Delphi

Jupai Holdings   *Shanghai, China*

Financial Analyst Intern   *May 2016 – June 2016*

- Supported senior account managers by analyzing cash flow and asset allocation
- Provided background briefings and transcribed weekly stand-up meetings to discuss prospective clients

Projects

Chess Camp

Spring 2018

- Created a web app chess camp platform for clients, instructors, and administrators to connect and interact
- Implemented database schema and generated models, controllers, views as well as unit tests and cucumber tests
- Built using Ruby on Rails, Vue.js, ajax

Scikit-Learn Classifiers

Spring 2018

- Utilized scikit-learn classifiers to classify hand written numbers in Python and improve baseline accuracy by over 20%
- Applied linear regression and radial basis function to predict closing prices of stocks given historical data and financial figures
- Built using Python, Pandas, Sci-kit learn

Super Mario

Spring 2016

- Recreated first several levels of original Super Mario using pygame to handle sprites and object interactions
- Built using Python, Pygame

See https://github.com/jzhaojieh for more

Skills and Coursework

67-364	Practical Data Science	**Languages**	Python, C, C#, Java, HTML/CSS, ActionScript, JavaScript, R, SQL/NoSQI, MATLAB
17-313	Fundamentals of Software Engineering		
15-213	Introduction to Computer Systems	**Frameworks**	Ruby on Rails, Angular, D3.js
16-362	Mobile Robotics Algorithms	**and Libraries**	jQuery, Pandas, git