

Joshua Huang

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Education

Carnegie Mellon University – 3.79/4.0

EXPECTED GRADUATION: June 2019

Pittsburgh, PA

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- Implemented backend scripts to update and purge outdated line items in SQL database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

17-313 Fundamentals of Software Engineering

15-213 Introduction to Computer Systems

16-362 Mobile Robotics Algorithms

Languages

Python, C, C#, Java,
HTML/CSS, ActionScript,
TypeScript, JavaScript, R,
SQL/NoSQL, MATLAB, XML

Frameworks

Ruby on Rails, Angular,
D3.js

and Libraries

jQuery, Pandas, Jenkins,
Docker, git