

Kai Huang

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Skills

- **Languages:** Javascript/Typescript, CSS/SCSS, Python, C#, Java, C++, C, AHK
- **Tools/Frameworks:** Git, Jira, React, Gatsby, Vue, Tailwind CSS, jQuery, Selenium, AWS (Lambda, S3, Dynamo), GraphQL, webpack
- **Software:** Adobe Photoshop, Illustrator, After Effects, InDesign, Figma, Autodesk Maya, 3DS Max

Experience

Draper AI | Frontend Software Engineer Co-Op

Jan 2021 - Apr 2021

- Implemented **Tailwind CSS** to replace bloated **SCSS** stylesheets, optimizing project build times and standardizing designs
- Created framework for **site-wide theming** with **React's Context API** and **hooks** alongside **Tailwind CSS** to support dark mode
- Designed and implemented **unified GraphQL schemas** for **internal API's** allowing for new Amazon advertising features to be easily added
- Rewrote component library with **functional components** and **Storybook** support, greatly improving UI development workflow

hitplay | Front-End Web Developer

May 2020 - Aug 2020

- Improved load times for web application by **50%** by restructuring states and props for **React** components and updating rendering logic
- Reworked **SCSS** build process through **webpack** configuration to ensure continuity of branding throughout product
- Refactored layout structure to use flexboxes and media queries, supporting **responsiveness** across mobile and desktop devices
- Designed new features including a web-based logfile viewer in **Adobe XD** and implemented them with **React** and **SCSS**

hitplay | Automation Test Engineer

Sep 2019 - Dec 2019

- Developed and maintained **Selenium-based** testing of web application throughout agile release schedule
- Integrated testing of **API endpoints** of **serverless AWS backend** into **Selenium** scripts using the **AWS Node.js SDK**

Ultimate Software | Software Test Engineer

Jan 2019 - Apr 2019

- Developed a **MariaDB** backup automation **API** with **C#** and **ASP.NET** with real-time status updates relayed to company Slack

NVIDIA | Game Quality Assurance Tester

May 2018 - Aug 2018

- Automated integration between programs used in test suite using **Python** and **AHK**, decreasing testing duration by **25%**
- Updated internal programs using **C#** and **WPF** to improve data collection scope as well as QoL features including keyboard shortcuts

Projects

Valkyrie | Modern image gallery hosted on Github Pages with local directory synchronization

- Utilized the **Intersection Observer API** to enable **lazy loading**, optimizing network usage and increasing performance
- Created **Python** scripts with **WXPYthon** to monitor local directories and send notifications to the Windows tray
- Designed modern and responsive website layout in **Figma**, then implemented it with **Bootstrap** and **CSS**
- Integrated with **Github** to automatically push changes and rebuild website when files are changed

osu!Waterloo Website | University club website emulating the design and functionality of the video game osu!

- Created a modular site framework with **Vue**, letting new execs easily update the site each term
- Designed cohesive club branding and UI elements from scratch in **Adobe Photoshop**
- Recreated all UI behaviour and feedback of the osu! in-game menu using only **CSS** transitions and animations

Interests

- **Game Streaming:** Affiliated [Twitch.tv](#) streamer, currently focusing on streaming osu! which I play competitively
- **Photography:** Urban shots on my T3i and 35mm f2 with a semi-regularly updated [flickr](#) showcase
- **Music:** Keytar player for [UW Animusic](#), member of the Touhou circle [Plantagenia](#), formerly a [Youtube pianist](#)

Education

University of Waterloo | Computer Engineering, Honours Co-Op, Candidate for BASc

2017 - 2022