Bradley Huang

917-635-5183 | bhuang8450@gmail.com | github.com/kaiserarg | bradleyhuang.tech

Education

New York University New York, NY

Bachelor of Arts in Computer Science *Expected Graduation May 2025*

- GPA: 3.52/4.0
- Relevant Coursework - Agile Development and DevOps, Applied Internet Programming, Parallel Computing, Natural Language Processing, Computer Security & Cryptography, Operating Systems, Data Structures, Basic Algorithms, Computer Systems Organization, Linear Algebra, Discrete Mathematics

Experience

Data Analytics Intern, Better.com Oct 2021 – Dec 2021

* Utilized Python, specifically NumPy, and MatPlotLib, to create data analysis and detection scripts. These scripts were used to automatically identify the geographical needs of certain types of employees and track trainee employee's progress
* Revamped a third-party recruitment process by automating and streamlining the previously manual contractor recruiting flow through scraping data using Python. Implemented a mass screening system with customizable options to adjust parameters according to specific requirements.
* Built and deployed APIs for trainee data to connect directly to analytical tools used by recruiters. Additionally, developed automation and parsing scripts/tools using JavaScript and Google App Scripts to store, manage, and retrieve trainees' statistics.

Projects

doria.app—Web-Based Cooperative Game | *React, Express, MongoDB, Node.js, Tailwind*

* Conceptualized and developed a cooperative gaming platform using MERN (MongoDB, Express.js, React.js, and Node.js) stack and Socket.IO, integrating RESTful APIs for client-server interaction and providing real-time, bidirectional communication.
* Created responsive user interfaces with Tailwind and ensured data persistence with MongoDB by efficiently storing game states and user data
* Deployed onto an AWS EC2 Linux instance, established continuous integration/continuous deployment (CI/CD) pipelines for efficient and continuous updates

NLP Language-Based Clustering Classification System | *Python, Word2Vec, BERT, NetWorkX*

* Created a clustering algorithm for classifying a selection of over 250 Youtube Channels based on their transcript corpora using weighted cosine similarity of word embeddings and keywords, through KeyBert and Word2Vec.
* Executed a web scraping strategy using Python's BeautifulSoup library to extract YouTube data including channel metadata, video transcripts from over 250 channels into 1.2 gigabytes of data and bypassed API rate limits.
* Employed Python's NetWorkX library to manipulate and visualize a network of nodes with weighted edges by using a greedy Clauset-Newman-Moore modularity algorithm for unsupervised cluster detection in big networks.
* Created various quantitative tests in Python for several different thresholds and keyword counts to analyze recall, precision, and F-scores against set benchmarks in order to analyze performance.

Reddit Text to Speech Generator and Automation | *Python, AWS EC2, Tkinter*

* Utilized Python and the Reddit API to scrape and extract data from Reddit in order to automate the generation of text-to-speech videos from Reddit posts and comments
* Developed an automated system hosted on AWS EC2 for refreshing and constantly uploading these generated videos to platforms such as YouTube, Instagram, and TikTok
* Created a graphic interface using Python library Tkinter in which the user can choose the frequency of upload, specific subreddits, and various miscellaneous options to customize the automated video to their liking

Technical Skills

Languages: Python, JavaScript, Java, C, C++, HTML/CSS
Frameworks: React.js, Node.js, Express.js
Developer Tools: AWS, EC2, Git, FireBase, , MongoDB, VS Code, Visual Studio, Eclipse
Libraries: Tailwind, jQuery, networkX, pandas, NumPy, MatPlotLib, discord.js, keyBERT