

Kyle Huang

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TECHNICAL SKILLS

Programming Languages: JavaScript, C/C++, Java, Python, SQL

Web Dev: HTML, CSS, EJS, Node.js, Express.js, React.js, MySQL, SQLite, PostgreSQL

Technologies: VS Code, Git/GitHub, Linux, Azure App Services, Azure CosmosDB, AWS s3, AWS ec2, Docker, ThunderClient, Postman API, Trello, LucidChart, Figma

EDUCATION

Bachelor of Science in Computer Science and Software Engineering

Expected, June 2024

University of Washington Bothell · Bothell, WA

- Dean's List: 2020 – 2021, Spring 2022 · GPA: 3.66
- Relevant Courses: Data Structures and Algorithms, Computer Programming, Web Programming, Analysis and Design, Computer Organization and Hardware, Network Design and Programming, Cloud Computing, Database Systems, Operating Systems

TECHNICAL EXPERIENCE

Fullstack Software Engineer Intern (Capstone Project @ UWB, Remote)

January 2024 – Present

Lijie Cleaning LLC, Bellevue, WA

- Collaborated with a partner to create a website that offers cleaning services.
- Utilized a tech stack including React with Vite, Express, Node, PostgreSQL, AWS EC2, Figma, and Docker for robust and efficient development.
- Facilitated meetings with an advisor with Zoom, planned our schedule and tasks using Trello, and used waterfall SDLC approach.

TECHNICAL PROJECTS

Cloud App · HTML, CSS, JS, EJS, NodeJS, Express, API, Blob Storage, CosmosDB, App Services

March 2023

- Programmed a fullstack app on Azure for managing and formatting data from an API.
- Designed a webpage and integrated Blob and CosmosDB using MVC pattern with NodeJS and Azure.
- Created a robust cloud application that allows it to load, delete, and query data from APIs through UI.

BlogIt Web App · HTML, CSS, JS, NodeJS, Express, API, SQLite, ThunderClient

December 2022

- Coded a user-friendly fullstack blog web app for managing blogs with reliable functionalities.
- Designed a custom BlogIt API to create, edit, delete, and store blogs and notes.
- Written, tested, and debugged both client and server completely and accurately.

Shortest Path Maze Solver Program · C++

May 2022

- Created a program that reads in multiple maze files outputting the visual shortest paths.
- Implemented backtracking DFS and BFS to calculate and draw out the paths.
- Improved problem-solving skills by creating an accurate maze solver and passed 100% of the tests.

Bank Program · C++

February 2022

- Built a bank ATM program with a focus on object-oriented programming.
- Implemented account functionalities and ATM functionalities such as login, deposit, and withdraw.
- Demonstrated a general ATM on how to manage and decouple accounts and functionalities.

Calculator Desktop App · Java

December 2021

- Crafted a calculator desktop app using GUI that solves complex expressions passing 100% of the tests.
- Calculated using postfix notation with order of precedence.
- Delivered a functional and user-friendly calculator for showcasing problem solving and Java skills.

Restaurant Order Program · Java

June 2021

- Made an interactive text-based restaurant order program.
- Used Java with OOP in creating a restaurant, waiter, and customer, and a visual text menu for orders.
- Designed a hassle-free ordering system for customers with visuals and an option to download receipts.