Kyle Huang

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TECHNICAL SKILLS

Programming Languages: JavaScript, C/C++, Java, C#, Python, SQL, ARM Cortex-M3 Assembly
Web Dev: Next.js, React.js, Node.js, Express.js, MySQL, SQLite, PostgreSQL, HTML, CSS, EJS, Tailwind CSS, Aceternity UI, Framer Motion, Materials UI
Technologies: VS Code, Git, GitHub, Linux, Azure App Service, Azure CosmosDB, AWS S3, AWS EC2, Thunder Client, Postman API, Trello, Lucidchart, Figma, Keil uVision5, VisUAL, Logism, Unity, Vercel

EDUCATION

Bachelor of Science in Computer Science and Software Engineering: *September 2020 - June 2024*
Information Assurance and Cybersecurity
University of Washington Bothell · Bothell, WA

- Dean's List: 2020 – 2021, Spring 2022 | GPA: 3.62 | New Graduate
- 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, Artificial Intelligence, Video Game Development

TECHNICAL EXPERIENCE

Fullstack Software Engineer Intern (Capstone Project at UWB)   *January 2024 – June 2024*
Lijie Cleaning LLC, Bellevue, WA

- Collaborated with a partner to create a website that offers cleaning services.
- Designed the application using MVC architectural pattern for structure and modularity.
- Secured API functions and data using JSON Web Token (JWT) and cookies for authentication and authorization.
- Managed using a tech stack of React.js with Vite.js, CSS, Express.js, Node.js, PostgreSQL, Linux Server, Lucidchart, Thunder Client, and Figma for robust and efficient development.
- Developed API endpoints and created documentation and schema for the backend.
- Deployed and maintained server in the cloud to serve the React app and as an API.
- Facilitated meetings with an advisor, planned schedules and tasks using Trello, and employed Agile Scrum SDLC for efficient project execution and management.

TECHNICAL PROJECTS

Multithreaded Sudoku Solver Program · *C/C++*   *January 2024 - January 2024*

- Built a sudoku solver using threads to validate and concurrently solve puzzles.
- Demonstrated correct puzzles with validation and completion by 100% using backtracking to solve.

C Standard Lib Functions in Assembly · *ARM Cortex-M3, Keil uVision5*   *April 2023 - June 2023*

- Written 4 functions of the C standard library using thumb-2 instructions with ARM Cortex-M3.
- Applied buddy system algorithm for heap memory partitioning and stacks and registers to solve.
- Achieved 100% score passing all test cases, commenting, and organizing of code.

Cloud UI · *HTML, CSS, JS, EJS, NodeJS, Express, API, Blob Storage, Cosmos DB, App Service*   *March 2023 - March 2023*

- Coded a fullstack app on Azure using MVC design for managing and formatting data given by an API through UI.
- Hosted a webpage on Azure App Service and managed data with Azure Blob Storage and Azure Cosmos DB.

Reliable File Transfer Program · *C/C++*   *November 2022 - December 2022*

- Programmed a TCP-like TFTP program that reads and writes using UDP functions.
- Completed with handshakes, sending, and resending chunks of text data using buffers on sockets.
- Tested and debugged file transfer of client and server to communicate with each other.

Shortest Path Maze Solver Program · *C/C++*   *May 2022-May 2022*

- Created a program that can solve complex mazes outputting the visual shortest paths.
- Implemented backtracking DFS and BFS to calculate and draw out the paths with a 100% on tests.