

VICTOR HUANG

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EDUCATION

California Institute of Technology

September 2019 - June 2023

BS, Computer Science / Business, Economics and Management

Student Organizations: Student Investment Fund, Hacktech (hackathon logistics team)

TECHNICAL SKILLS

Programming:	Python, Java, C, C++, Javascript, HTML, Swift, LaTeX
Software & Tools:	OpenCV, NodeJS, React, Vue.js, AutoCAD, Robot Operating System, Firebase, Mathematica
Coursework:	Decidability and Tractability, Algorithms, Learning Systems, Machine Learning & Data Mining, Data Structures, Software Design, Computing Systems, Discrete Mathematics

WORK EXPERIENCE

LitePoint

June 2020 - September 2020

Software Engineer Intern

- Developed desktop application to enable customization of IQFact+ wireless testing parameters and test functions
- Implemented full JSON manipulation in unified parameter server, streamlining editing process for engineers/customers
- Utilized Javascript, NW.js, NodeJS, and Vuetify (Vue component framework)

Key Boutique (www.key.boutique)

July 2020 - Present

Founder

- Created online retail store for custom mechanical keyboard parts and accessories (\$6000 in sales so far)
- Handmade custom coiled USB cables, involving sourcing and soldering electronic components
- Designed and 3D-printed various keyboard building accessories, providing affordable solutions for enthusiasts

Air Force Research Laboratory - Space Vehicles Directorate

June 2018 - August 2018

Research Intern

- Developed interchangeable robotic arm end-effectors for autonomous spacecraft assembly
- Applied machine learning algorithms and additive manufacturing techniques to create research prototypes
- Worked with OpenCV, ROS (Robot Operating System) using Baxter SDK on Intel Galileo microcontrollers

CodeDay Los Angeles

July 2017 - June 2019

Event Coordinator

- Coordinated organization efforts for biannual 24-hour CodeDay Los Angeles hackathon
- Developed and presented workshops for new programmers
- Secured \$1500+ in sponsorships for each event, introduced 700+ students to computer science

PROJECTS

2020: A Space Odyssey

- Developed 2.5-dimensional space game in a three-member team for project class
- Created game physics engine from scratch (vectors, polygons, collisions, forces) with C and SDL2.0
- Implemented physics demos (bounce, gravity, Breakout, etc.) and Space Odyssey game using physics engine

ScaredyCat!

- Quick-reaction iOS game: adaptation of Whack-a-Mole, involving difficult random objectives
- Used Swift programming language, Piskel for art design, submitted to App Store in March 2018

AWARDS

- First Place - High School Poster Presentation - Air Force Research Laboratory Scholars
- Nationally ranked in Information Technology (7th) and Computer Problem Solving (8th) at Future Business Leaders of America conferences
- National Merit Finalist