Jeffrey C. Hui

415 283 7654 | jeffreyhui76@gmail.com | okamiko.github.io | linkedin.com/in/jeffreycfhui | github.com/okamiko

Education

University of California, Santa Cruz, CA

June 2018

Bachelor of Science in Computer Science: Computer Game Design

Skills

Programming: HTML5, CSS3, JavaScript, Java, C++, Python3, Terraform, Bash Scripting

AWS: EC2, Lambda, S3, VPC, Cloud9, Organizations, CloudWatch, CloudTrail, Kinesis, IAM, CloudFormation, Cost Explorer, Budgets

Tools: Git, RedLock, Cloudability **OS:** Windows, Linux, Mac, UNIX

Work Experience

IT Field Service Intern | UCSF Parnassus Campus

Oct 2018 - Dec 2018

 Assist IT field service technicians with computer deployments, shadowing on break-fix tickets in the field, and using IT Service Management software to document the delivery of IT services to our customers.

Enterprise IT Cloud Analyst Intern | UCSF Mission Center Building

Jan 2019 - Sept 2019

- Deployed a centralized logging system in AWS using Terraform [CloudTrail, Config, CloudWatch, VPC Flow Logs, and S3]
- Deployed IAM Roles, Policies, and Groups in accordance to the HIPAA QuickStart using Terraform
- Implemented State Locking with DynamoDB and S3 Remote Backend for Terraform state file
- Handle AWS billing with S3 and manage Drupal website

Cloud Operations Engineer | Stanford University

Nov 2019 - Present

Certifications

AWS Certified Cloud Practitioner (CLF)

- https://www.certmetrics.com/amazon/public/badge.aspx?i=9&t=c&d=2018-12-27&ci=AWS00729056
AWS Certified Solutions Architect (SAA-C01)

- https://www.certmetrics.com/amazon/public/badge.aspx?i=1&t=c&d=2019-03-23&ci=AWS00729056

Projects

Wedding Website for client

- Built using HTML5, pure CSS3, and vanilla JavaScript. No frameworks or libraries.
- Includes a slider for images, countdown timer, and a toggle for the navigation bar.
- Responsive page that supports mobile phones as small as 320 pixels and up, mobile first design approach. Used CSS Grid, Flexbox, Animations, and made sure code was maintainable.
- Considered SEO, accessibility, and markup that are validated and passed by W3C.
- Click this to view the website.

Shroommates

- Light-hearted 3D platforming adventure built with Unreal Engine 4 and C++. Save your mushroom family from the humans in Shroommates, solve puzzles through clever use of your environment and get everyone back home safely. You're a little shroom in a big world squish down for a powerful jump, parachute away with your mushroom cap, and climb vines to get to vantage points around the house. Beware of the human chef bent on putting delicious shrooms on his pizza, and a deadly Shroomba that attacks fungi on sight.
- Click this to watch the game trailer, this to download and play.