

Ricky Huang

[in LinkedIn](#) | [502-403-3976](tel:502-403-3976) | rickyhuang.tech | xiaohuangricky@gmail.com | [GitHub](#)

Skills

- C# | .NET | Java | Kotlin | Python | C++ | C | Swift | VBA | HTML | CSS | JavaScript | SQL | Git
- Unity Game Development | Android App Development | IOS App Development | Unit Testing | OOP
- Frontend | Backend | Full-Stack

Experience

OR Analytics Developer



United Parcel Service

Louisville, KY, USA

10/2020 - Current

- PIRATE KING, Software Engineering, SWE Skits & Entertainment, Tech Life, Coding, Career Advice, LeetCode
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Android Software Engineer



Self-Employed

Louisville, KY, USA

01/2018 - Current

- Designed and implemented enterprise fintech applications of South Korea's largest e-commerce platforms (Gmarket, Auction, SmilePay), driving monthly revenue of \$1 billion using **C# .NET, MVC, MSSQL**, node, react, redux, and jQuery.
- **Reported directly to CPO:** Engineering lead for designing and developing the fintech transaction dashboard that provides a rich visual summary of daily user purchase patterns powered by [Google Chart](#). Used by the board of directors in the decision-making process.

Computer Engineer and Science Tutor



University of Louisville

Louisville, KY, USA

01/2019 - 04/2019

- Worked closely with multiple computer science students to tutor in **C, C++, Java, C#, Python, Data Structures, and Algorithms**.

Software Engineer Intern



Justice AV Solutions

Louisville, KY, USA

05/2016 - 12/2017

- Implemented enterprise applications of Prime's Content Experiment Platforms using **Java, React**, AngularJS, AWS, and DynamoDB.
- Designed and developed systems facilitating marketers to perform various optimization experiments within the Prime ecosphere.

Education

Master of Engineering



University of Louisville

Louisville, KY, USA

08/2019 - 05/2020

- Major in Computer Science and Computer Engineering

Bachelor's of Engineering



University of Louisville

Louisville, KY, USA

08/2014 - 05/2019

- Major in Computer Science and Computer Engineering

Projects

- **COLORMAN:** Creator of a 2D mobile strategy puzzle game (Unity 2D, C#, Android, iOS). Link to [YouTube](#) Gameplay (07/2020)
- **SPIKE:** Designed and developed an award-winning action puzzle game [SPIKE](#) at a Game Development Competition in Japan (03/2013)