# Ricky Huang

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## 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 | Spring Boot | Flask | React Js
- Frontend | Backend | Full-Stack | Restful API | Microservices

## Experience

**Intermediate OR Analytics Developer**   **United Parcel Service**   *Louisville, KY, USA*   **10/2020 - Current**

- Designed and implemented a Python-based Rail Route Finder tool to optimize load movement on rail, resulting in cost savings. Created a user-friendly front-end using Flask, Bootstrap, Javascript, HTML, and CSS to enhance usability and efficiency.
- Developed the Time Mile Analysis Tool using WPF C#. The tool validates UPS Time Mile data, enabling users to identify and correct errors. Time Mile is widely utilized by UPS Solvers and Optimizers, resulting in over $50 million in savings.
- Created an efficient tool for validating UPS schedules in Java, allowing schedulers to quickly address errors and resulting in time and cost savings. The application runs daily on a Linux server via a Cronjob and sends email notifications to users. Additionally, there's a Front-End version for route validation by ID, utilizing Thymeleaf, Bootstrap, JavaScript, HTML, and CSS.
- Developed a robust Java library named "Excelifier" that enables writing to Macro-Enabled Excel templates on both Windows and Linux platforms. Successfully deployed the library to JFrog and Maven repositories, ensuring seamless integration for other developers.
- Designed and implemented custom macro-enabled Excel templates using VBA tailored for various solution reports. Significantly improved data filtering capabilities, resulting in more accessible and user-friendly information.
- Successfully integrated HashiCorp Vault into existing applications written in C#, Python, and Java. Leveraged Vault to securely retrieve login credentials and database connection strings, enhancing data protection and access control.
- Designed and implemented a robust RESTful API that enables efficient filtering of UPS data using Java Spring Boot. The API is actively used by other developers and optimization applications, demonstrating its practical value and impact.

**Android Software Engineer**   **Self-Employed**   *Louisville, KY, USA*   **01/2018 - Current**

- Self-taught and self-employed Android software engineer with a passion for creating mobile applications using Java, Kotlin, XML, and Jetpack Compose. Successfully developed over 100 apps, generating multi 5 figures in revenue through platforms such as Google AdSense, AppLovin, and Unity Ads.

**Computer Engineer and Science Tutor**   **University of Louisville**   *Louisville, KY, USA*   **01/2019 - 04/2019**

- Provided tutoring to computer science students in programming languages (C, C++, Java, C#, Python), data structures, and algorithms.

**Software Engineer Intern**   **Justice AV Solutions**   *Louisville, KY, USA*   **05/2016 - 12/2017**

- Developed a WPF application that efficiently controlled a video switcher hardware, dynamically switching between microphones based on activity. Utilized C# and RS-232 Serial COM Port for seamless communication.
- Designed and built two Arcade Cabinets, complete with a custom Frontend Emulator using WPF and C# for organizing and launching games. Result: Enhanced employee interaction and happiness during lunchtime gaming sessions.
- Added 508 compliance to existing WPF and Winform applications. Integrated support for the JAWS screen reader, ensuring accessibility for users with disabilities.

## 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

- 3D Frogger Game: Developed a personalized 3D rendition of the classic Frogger game. (Unity 3D, C#, Android, Windows)
- VR World: An immersive Unity game that transports players into a virtual realm. In this captivating environment, you can freely explore, manipulate objects, and interact with the surroundings using the HTC Vive system. (Unity 3D, C#, Windows)
- Adlovin Earning Viewer: Developed an Android app that fetches ad revenue data via a RESTful API. Visualizes the revenue using bar charts. (Android Studio, Kotlin, XML, Retrofit)
- Tesla Controller: Created an app to connect and control a Tesla vehicle. Utilized OAuth 2 and RESTful API calls for seamless communication. (Java, Kotlin, XML, Jetpack Compose, Retrofit)
- Wallpaper Apps: Crafted various apps that scrape websites using JSOUP. Empowered users to download or apply wallpapers directly. (Android Studio, Java, Kotlin, XML)
- Ringtone Apps: Designed a collection of apps enabling users to set custom ringtones for calls, notifications, and alarms. (Android Studio, Java, Kotlin, XML)
- Personal Portfolio Website: Showcase my skills and projects to potential employers. (React JS, JSXL, CSS)