

# Ryan Huang

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## Education

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### University of California, Berkeley

B.S. in Electrical Engineering and Computer Science (EECS)

May 2023

- **GPA: 3.71**
- Courses: Structure & Interpretation of Computer Programs (Python, SQL), Data Structures (Java), Great Ideas of Computer Architecture (C), Efficient Algorithms and Intractable Programs, Introduction to Database Systems, Computer Security, Introduction to Artificial Intelligence, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations, Foundations of Data Science (NumPy)
- Upcoming Courses: Principles & Techniques of Data Science, Introduction to Robotics

## Skills

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**Languages** Python, Java, C, Javascript/TypeScript, SQL, HTML, CSS, C#

**Development Tools** Git, React, Angular, Backbone, Nativescript, Node.js, Firebase, Docker, Jenkins, Unity, Jira

## Experience

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### Garmin

Olathe, KS

Software Engineer Intern

May 2022 - August 2022

- Web development for Garmin Connect, an application serving 10+ million users, enabling customers to interface with their wearable devices, gain insights to health data and take advantage of activity features
- Designed and developed new workouts feature in React and Backbone alongside other developers working on Garmin Connect mobile to drive clarity and consistency among all platforms
- Developed an internal API endpoint for Connect API team to enable granular logging by reducing latency through maintaining a cache of thousands of beta users

### DIEMlife

New York, NY

Software Engineer Intern

May 2021 - July 2021

- Full stack development for web/mobile app built in Angular frontend, Java backend, MySQL database, Nativescript
- Improved donor/registration reports using the Stripe API to include dispute and refund statuses, added coupon redemption limit support, revamped notifications to direct users to proper activity, developed the first version of an activity page allowing users to create and cheer posts
- Launched Apple Health/Google Fit proof of concept for automation of user activity logging

### METEOR Studio

Chandler, AZ

Research Assistant

June 2020 - December 2020

- Developed features for educational VR chemistry labs to enable students to remotely perform experiments with a headset and 3D printed lab materials, incorporating user feedback to drive clarity and create intuitive UI/UX
- Implemented Unity UI elements to display tutorial, lab procedures, and data table for measurement collection
- Built web portal interface to allow teachers to upload pre-lab and post-lab questions, enabling experience to be modular

### UC Berkeley College of Engineering

Berkeley, CA

CS61B Academic Intern

August 2020 - December 2020

- Hosted office hours and labs for 50+ students as a member of CS61B Data Structures course staff
- Taught concepts such as runtime analysis, linked lists, trees, hashing, searching/sorting algorithms

## Projects

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**Illumine** Project manager for a team of four UC Berkeley students. Developed as an MVP aimed at connecting high school students with university students to grant applicants valuable insights to campus culture. Employed feedback after pitching to various VC's from the Bay Area.

**bQuarky (HackMIT)** Designed and developed a web app that given user input interests, returns URL's to recommend online activities and communities during quarantine. Built front-end UI and JavaScript-Firebase interfaces to process requests and manage database entries.

**Gitlet (CS61B)** Engineered a lightweight version of Git with support for status, add, commit, merge, checkout, etc. Implemented merge conflict detection and file modification to display content differences. Wrote design document and utilized OOP principles/test-driven development methods to maintain code.