

Ryan Huang

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Education

University of California, San Diego. 3.895 GPA
Computer Science major: 4.0 major GPA

Expected Graduation: 2019

Experience

CK12: Concepts in Action/Interactive Learning Objects team Summer 2013/Summer 2014

- Wrote articles and designed interactive web programs to aid student understanding of STEM concepts.
- Taught new interns what I had learned about creating ILOs. Created library of ILO design techniques.
- Helped determine direction and style of ILOs to most benefit students as one of the project's leaders.

clickPA: Tech team 2014-2015

- Helped build Android app for clickPA, a website that helped high school students find nearby events.
- Finalist in the Palo Alto Apps Challenge. Experienced first hand what it takes to make an app. Practiced showcasing and pitching. Networked with city officials, other finalists, and Cloudera engineers.

Projects

Personal Website (<http://rhuang114.herokuapp.com>) Summer 2016

- Website that emulated the Mac terminal in the visitor's browser. Used actual UNIX shell, allowing users to enter UNIX commands, as well as explore the server's backend and a filesystem with my resume.
- Had to develop algorithms (tab autocomplete), use data structures (managing commands), understand UNIX systems (preventing harmful commands and processing input), practice front end development (skinning mac terminal), learn about child processes, and write a well commented, clean backend.

CSE Labs Website (<http://cselabs.space>) Spring 2016 -

- Website created with the BIC (below) that displays which CSE lab computers are currently in use.
- Designed/wrote frontend through iterative collaboration, integrated backend into existing CSES server.
- Writing module to perform statistical analysis on lab computer usage to generate meaningful and important information for students and professor, increasing the productivity of UCSD CS department.

Extracurricular

UCSD SEDS: Triteia Cubesat Summer 2016 -

- Sensors specialist on Avionics team. Working on cubesat for NASA's \$5 million Cubequest competition.

Basement Improvement Committee (BIC) Spring 2016 -

- Helped improve quality of life in the CSE labs (adding plants, putting up posters, lost and found etc.).

Skills

- Well-versed in C/C++, Java, and OOP
- Proficient with HTML, CSS, Javascript, node.js, npm, and Python
- Experienced with UNIX, vim, and git
- Confident public speaker
- Team player with leadership experience