SCOTT HUANG

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OBJECTIVE

Seeking a full-time job in the field of Computer Science

EDUCATION

The University of Texas at Austin   Bachelor of Science, Computer Science   May 2018
Overall GPA: 3.45

CS Courses

Data Structures	Algorithms	Computer Architecture
Software Engineering	Operating Systems	C++ Programming
Computer Graphics	Game Technology	Programming Languages

EXPERIENCE

Bank of America Merrill Lynch *Global Analyst Technology Intern*   Summer 2017
- Wrote a web application to visualize trade transaction data for actual BAML traders
- Utilized Tableau's visualization tools to design interactive and filterable graphs, charts, and tables that the traders want to see
- Compiled incoming data of over 20 million rows into a dashboard in Tableau

Sanger Learning Center *Student Tutor*   Fall 2016
- Tutored college students in the basics of Java, Python, and multi-variable calculus

PROJECTS

Tile-based Terrain Generation (Hippocraft) *Independent*   Spring 2017 – (Present)
- Designed a system in Unity3D that renders chunks, collections of 3D tiles at distinct chunk coordinates, such that hidden tile faces are efficiently hidden
- Implemented pseudo-random natural terrain generation using the Value noise algorithm
- Write an algorithm to auto-generate chunks according to the user's position *(in progress)*

GoT Data (http://gotdata.me) *Software Engineering at UT Austin*   Summer 2016
- Created a full website database of the popular TV series, Game of Thrones
- Worked primarily in the front-end, using Jinja, Bootstrap, and basic HTML/JS/CSS
- Hosted the database on DigitalOcean with Flask and SQLAlchemy for the back-end

Game Modifications *Independent*   Fall 2010 - Spring 2016
- Created custom content on popular sandbox game (Minecraft) in Java
- Wrote a trigonometry-based Animation API allowing modders to create custom animations
- Received over 5 million downloads
- Amassed $10,000 in advertisement revenue from content downloads

SKILLS

Proficient in JavaScript, HTML, CSS, Python, Java, C, C++, Unity3D, Tableau, GIMP, Chinese

Intermediary experience in C#, Eclipse, Flask, Haskell

Older experience in OpenGL, x86 Assembly, GDB Debugging

Exposure to ReactJS, NodeJS, AngularJS, MongoDB