

SCOTT HUANG

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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 <i>Global Analyst Technology Intern</i>	Summer 2017
<ul style="list-style-type: none">Wrote a web application to visualize trade transaction data for actual BAML tradersUtilized Tableau's visualization tools to design interactive and filterable graphs, charts, and tables that the traders want to seeCompiled incoming data of over 20 million rows into a dashboard in Tableau	

Sanger Learning Center <i>Student Tutor</i>	Fall 2016
<ul style="list-style-type: none">Tutored college students in the basics of Java, Python, and multi-variable calculus	

PROJECTS

To the Core Again game <i>GAMMA Program at UT Austin</i>	Fall 2017 – (Present)
<ul style="list-style-type: none">Created a 2D narrative platformer game with a team of 6 other studentsFocused primarily on programming, writing the monster/boss AI, UI manager, checkpoint system, player controller abilities, smooth camera movement, and other partsPracticed Scrum project management methodology, delivering weekly sprints	

Tile-based Terrain Generation (Hippocraft) <i>Independent</i>	Spring 2017 – (Present)
<ul style="list-style-type: none">Designed a system in Unity3D that renders an endless grid of 3D tiles efficientlyImplemented pseudo-random natural terrain generation using the Value noise algorithmWrote an algorithm to auto-generate chunks according to the user's position	

Game of Thrones website (http://gotdata.me) <i>Software Engineering at UT Austin</i>	Summer 2016
<ul style="list-style-type: none">Worked primarily in the front-end, using Jinja, Bootstrap, and basic HTML/JS/CSSHosted the database on DigitalOcean with Flask and SQLAlchemy for the back-end	

Programming Modifications in popular game Minecraft <i>Independent</i>	Fall 2010 - Spring 2016
<ul style="list-style-type: none">Wrote a trigonometry-based Animation API in Java allowing modders to create custom animationsProgrammed monsters with custom AI, textures, and animationsReceived over 5 million downloadsAmassed \$10,000 in advertisement revenue from content downloads	

SKILLS

Proficient in Python, Java, C, C++, C#, JavaScript, HTML, CSS, Git, Unity3D, Tableau, Chinese	Intermediary experience in Eclipse, Flask, Haskell, GIMP
Older experience in SQL, ReactJS, OpenGL, x86 Assembly, GDB Debugging	Exposure to NodeJS, AngularJS, MongoDB