

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 Overall GPA: 3.45	May 2018
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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
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- 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 <i>Student Tutor</i>	Fall 2016
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- Tutored college students in the basics of Java, Python, and multi-variable calculus

PROJECTS

Tile-based Terrain Generation (Hippocraft) <i>Independent</i>	Spring 2017 – (Present)
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- 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 Website (http://gotdata.me) <i>Software Engineering at UT Austin</i>	Summer 2016
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- 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 <i>Independent</i>	Fall 2010 - Spring 2016
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- 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
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Older experience in OpenGL, x86 Assembly, GDB Debugging	Exposure to ReactJS, NodeJS, AngularJS, MongoDB
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