

# SCOTT HUANG

scott.huang@utexas.edu • (469) 307-7499  
linkedin.com/in/scotthuang21 • shcott.github.io

## EDUCATION

---

|  |                                       |          |
|--|---------------------------------------|----------|
| <b>The University of Texas at Austin</b> | Bachelor of Science, Computer Science | May 2018 |
|  | Overall GPA: 3.45                     |          |

|                   |                      |                   |                       |
|-------------------|----------------------|-------------------|-----------------------|
| <b>CS Courses</b> | Data Structures      | Algorithms        | Computer Architecture |
|                   | Software Engineering | Operating Systems | C++ Programming       |
|                   | Computer Graphics    | Game Technology   | Programming Languages |

## EXPERIENCE

---

|  |             |
|--|-------------|
| <b>Bank of America Merrill Lynch</b> <i>Global Analyst Technology Intern</i> | 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
- Reduced the time of making trade data queries from a total of 4-6 days into a few seconds

|  |           |
|--|-----------|
| <b>Sanger Learning Center</b> <i>Student Tutor</i> | Fall 2016 |
|--|-----------|

- Tutored college students in the basics of Java, Python, and multi-variable calculus

## PROJECTS

---

|   |                       |
|---|-----------------------|
| <b>To the Core Again game</b> <i>GAMMA Program at UT Austin</i> | Fall 2017 - (Present) |
|---|-----------------------|

- Created a 2D narrative platformer game with a team of 6 other students
- Focused primarily on programming, writing the monster/boss AI, UI manager, checkpoint system, player controller abilities, smooth camera movement, and other parts
- Practiced Scrum project management methodology, delivering weekly sprints

|  |                         |
|--|-------------------------|
| <b>Tile-based Terrain Generation (Hippocraft)</b> <i>Independent</i> | Spring 2017 - (Present) |
|--|-------------------------|

- Designed a system in Unity3D that renders an endless grid of 3D tiles efficiently
- Implemented pseudo-random natural terrain generation using the Value noise algorithm
- Wrote an algorithm to auto-generate chunks according to the user's position

|   |             |
|---|-------------|
| <b>Game of Thrones website (<a href="http://gotdata.me">http://gotdata.me</a>)</b> <i>Software Engineering at UT Austin</i> | Summer 2016 |
|---|-------------|

- 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

|   |                         |
|---|-------------------------|
| <b>Programming Modifications in popular game Minecraft</b> <i>Independent</i> | Fall 2010 - Spring 2016 |
|---|-------------------------|

- Wrote a trigonometry-based Animation API in Java allowing modders to create custom animations
- Programmed monsters with custom AI, textures, and animations
- Received over 5 million downloads
- Amassed \$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