

SCOTT HUANG

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EDUCATION

The University of Texas at Austin	Bachelor of Science, Computer Science	May 2018
	Overall GPA: 3.49	

CS Courses	Data Structures	Algorithms	Computer Architecture
	Software Engineering	Artificial Intelligence	Operating Systems
	Computer Graphics	Game Technology	C++ Programming

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
- Reduced the time of making trade data queries from a total of 4-6 days into a few seconds

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

To the Core Again game <i>GAMMA Program at UT Austin</i>	Fall 2017
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- 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 Agile development techniques (Scrum methodology), delivering weekly sprints

Tile-based Terrain Generation (Hippocraft) <i>Independent</i>	Spring 2017 – Fall 2017
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- 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

Game of Thrones website (http://gotdata.me) <i>Software Engineering at UT Austin</i>	Summer 2016
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- 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

Programming Modifications in popular game Minecraft <i>Independent</i>	Fall 2010 - Spring 2016
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- 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 JavaScript, HTML, CSS, Java, Python, C, C++, C#, Git, Unity3D, Tableau, Chinese	Intermediary experience in ReactJS, Eclipse, Flask, Haskell, GIMP
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Rudimentary experience in SQL, NodeJS, OpenGL, GDB Debugging, x86 Assembly	Exposure to AngularJS, MongoDB
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