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 *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

To the Core Again game *GAMMA Program at UT Austin*   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

Tile-based Terrain Generation (Hippocraft) *Independent*   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

Game of Thrones website (http://gotdata.me) *Software Engineering at UT Austin*   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

Programming Modifications in popular game Minecraft *Independent*   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 JavaScript, HTML, CSS, Python, Java, C, C++, C#, Unity3D, Tableau, GIMP, Chinese

Intermediary experience in Eclipse, Flask, Haskell

Older experience in OpenGL, x86 Assembly, GDB Debugging

Exposure to ReactJS, NodeJS, AngularJS, MongoDB