

SCOTT HUANG

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EDUCATION

The University of Texas at Austin		Bachelor of Science, Computer Science Overall GPA: 3.45	May 2018
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>2D Game Development Capstone</i>		Fall 2017
<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, smooth camera movement, and other parts		
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 algorithmWrite 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 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