

# JEFF HUANG

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## EDUCATION

### Oregon State University

Corvallis, OR

Bachelor of Science in Computer Science — GPA: 3.68

September 2020 - Expected June 2024

- Clubs & Activities: CTF League, Linux Users Group, Security Club, App Dev Club

## SKILLS

|             |  |
|-------------|--|
| Languages   | Javascript, Python, C, C++, x86 Assembly, HTML, CSS, SQL, Dart |
| Frameworks  | React.js, Node.js, Flutter, Vue.js, Puppeteer.js               |
| Misc. Tools | Github Actions, Git, AWS (RDS, SAM, EC2, Cloudwatch, S3, etc)  |

## EXPERIENCE

### Oregon State University Sustainability Office | *Vue.js, Node.js, AWS (RDS, SAM)*

Dec 2022 - Present

Student Systems Engineer (Hybrid)

[github.com/OSU-Sustainability-Office](https://github.com/OSU-Sustainability-Office)

- Implemented a full-stack solution (frontend, backend, webscraper CRON job) for Energy Dashboard (site tracking energy usage on campus) to automate uploading and displaying solar panel data
- Fixed issue with our frontend data store logic to better handle insufficient amounts of data, and display data better on our solar panel / "Kilowatt Crackdown Campaign" graphs, for Energy Dashboard
- Debugged CORS errors and added wait time to API requests with Carbon Calculator to fix login / upload
- Oversaw transition of CI pipeline from TravisCI to Github Actions due to limited resources / funding, saving an estimated 10% costs to OSU Sustainability Office monthly

## PROJECTS

### TalkToBeavs (Social Media) | *MongoDB, Express.js, React.js, Node.js*

[github.com/Nyumat/TalkToBeavs](https://github.com/Nyumat/TalkToBeavs)

- Deployed a full stack Giphy API integration feature, allowing users to pick a GIF either a "trending" GIF, or search for a specific GIF by topic. Proxied the Giphy API through our own API to hide the Giphy API key
- Implemented a WebSocket based text chat, sending user information between clients for an intuitive experience
- Improved UX by adding loading spinners where needed to account for asynchronous Redux / MongoDB updates
- Nominated by professor for "Hall of Fame" in CS 494 Advanced Web Development course

### Full Game Time Calculator | *Javascript, HTML, CSS*

[github.com/solderq35/fg-time-calc](https://github.com/solderq35/fg-time-calc)

- Developed a tool that stores race splits as part of the website URL, thus avoiding database costs (credits to the [original Time Calculator](#) from Gordon Smith for inspiration)
- Added integration with TinyURL API to shorten the links for better UI, improving stability and convenience
- Has been used in hundreds of Hitman full game speedruns, with a certified 100% approval rating (check [here](#))

### HitRuns | *Next.js, React Bootstrap*

[github.com/solderq35/hitrans](https://github.com/solderq35/hitrans)

- Developed a customized Hitman 3 leaderboard frontend, using data from the speedrun.com API
- Designed mobile-friendly, responsive navbars, and dropdown menus using React Bootstrap
- Added a feature to use Regex to specifically extract Full Game Time Calc links (see above) from run submission comments, making it easier for users to see run splits at a glance
- Features 50% faster loading times and responsiveness than the official speedrun.com site due to streamlining leaderboard features, and caching website requests periodically with [GetStaticProps](#), a Next.js feature