JEFF HUANG

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EDUCATION

Oregon State University <div align="right">Corvallis, OR</div>
Bachelor of Science in Computer Science — GPA: 3.68 <div align="right">*September 2020 - Expected June 2024*</div>

- Clubs & Activities: CTF League, Linux Users Group (WebMaster), 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, Next.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
Software Engineer Intern | Corvallis, OR (Hybrid)   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 insuffient 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

- 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

- 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)

PRODUCT MANAGEMENT

The Peacock Project | *Markdown, Docusaurus, Node.js*   github.com/thepeacockproject/Peacock
Technical Writer and Community Liaison (Remote)

- As a key contributor to The Peacock Project (a Hitman server emulator), I submitted bug reports, provided tech support to users, and compiled frequently asked questions onto a wiki via Docusaurus framework
- By providing detailed instructions on how to debug common problems like connection issues, I saved the other Peacock devs countless hours that would have otherwise been spent answering repetitive questions
- Worked closely with the Hitman speedrun community to identify and coordinate new features with the Peacock dev team, such as integrations with Livesplit and my Full Game Time Calculator