

# 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/Nyummat/TalkToBeavs](https://github.com/Nyummat/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](#))

## PRODUCT MANAGEMENT

### The Peacock Project | *Markdown, Docusaurus, Node.js*

[github.com/thepeacockproject/Peacock](https://github.com/thepeacockproject/Peacock)

*Technical Writer and Community Liaison (Remote)*

- As a key contributor to [Peacock](#) (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](#)