

# Steven Huang

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## EDUCATION

### The University of California - Berkeley

Berkeley, CA

B.A. Computer Science, Minor in Data Science - GPA: 4.0

May 2023

- ❖ **Relevant Coursework:** Data Structures & Algorithms, Designing Information Devices & Systems, Discrete Mathematics & Probability Theory, The Structure & Interpretation of Computer Programs, Principles and Techniques of Data Science, Web Design

## EXPERIENCE

### Postman

Berkeley, CA

Software Developer

Feb 2021 - May 2021

- ❖ Contracted by Postman through Berkeley Codebase to create a suite of public cloud integrations, enabling Postman users to leverage Azure and AWS services in their APIs
- ❖ Chained HTTP requests to Azure and AWS service endpoints to develop a website management integration, allowing users to manage API Schema, design authentication flows, and create blobs in the cloud directly from Postman
- ❖ Wrote test scripts in Chai.js to parse API responses from various Azure services (API Management, Blob Storage, AD B2C, Repos) and AWS services (S3, Cloudwatch)

### Web Design (CS 198) Course Staff

Berkeley, CA

Teaching Assistant

Jan 2021 - Present

- ❖ Creating homework assignments and lesson plans for CS 198, the leading web development course at UC Berkeley with over 120+ students per semester
- ❖ Helping students use HTML, CSS, Javascript, and Figma to build their own websites from scratch

### Foundations of Data Science (Data 8) Course Staff

Berkeley, CA

Academic Intern

Jun 2021 - Aug 2021

- ❖ Taught lab students how to use Python and NumPy as data analysis tools
- ❖ Helped students learn various data science techniques, including hypothesis testing, linear regression, and classification

## PERSONAL PROJECTS

### Sorting Visualizer → Website, GitHub

- ❖ Developed a web application that animates various sorting algorithms to demonstrate how they operate
- ❖ Designed reusable React.js components to create an interactive front-end, enabling users to select a sorting algorithm and control its animation duration
- ❖ Implemented Bubble Sort, Insertion Sort, Selection Sort, Merge Sort, Quick Sort, Heap Sort, Shell Sort, and Counting Sort

### Java Version Control System → GitHub available upon request

- ❖ Built a Version Control System with Java that mimics Git's functionality, supporting commands like *commit*, *branch*, *merge*, and *checkout*
- ❖ Designed a SHA-1 file hashing system that uses HashMaps and Java's Serializable interface to efficiently persist file data in blobs
- ❖ Performed tree traversals to navigate through commit history and merge various branches together

### Pathfinding Visualizer → GitHub

- ❖ Utilized Java and JavaFX to develop a program that animates pathfinding and maze generation algorithms
- ❖ Designed interfaces and classes that leverage Java's polymorphism and inheritance features to abstract away implementation details, simplifying animation and pathfinding code
- ❖ Implemented Dijkstra's, A\*, BFS, DFS, Bidirectional BFS, Prim's Randomized Maze Generation, and Recursive Maze Division

### Interactive Sudoku GUI & Backtracking Solver → GitHub

- ❖ Developed a graphical user interface using Python and the Pygame module that users can play Sudoku on
- ❖ Designed and implemented an iterative Sudoku solving algorithm and puzzle generator built upon backtracking

## SKILLS

### Languages

- ❖ Java, Python, HTML, CSS, Javascript, SQL, Markdown

### Frameworks/Libraries

- ❖ React.js, NumPy, Pandas, Chai.js, JUnit, Selenium Webdriver, Pygame, JavaFX

### Tools

- ❖ Git, GitHub, Figma, Postman, Microsoft Azure, AWS