

Steven Huang

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EDUCATION

The University of California - Berkeley

Berkeley, CA

Intended B.A. Computer Science - GPA: 4.0

May 2024

- ❖ **Relevant Coursework:** The Structure & Interpretation of Computer Programs, Designing Information Devices & Systems I, Foundations of Data Science, Web Design DeCal
- ❖ **Activities:** Berkeley Codebase Client Developer, Web Design DeCal Teaching Assistant

The University of California - Berkeley Academic Talent Development Program

Berkeley, CA

Participant in Six-Week Summer Courses for High School Students

Jun 2018 - Jul 2018 | Jun 2019 - Jul 2019

- ❖ **Relevant Coursework:** Data Structures & Algorithms, Statistics

EXPERIENCE

Web Design DeCal - CS 198

Berkeley, CA

Teaching Assistant

Jan 2021 - Present

- ❖ Collaborating with ~10 TAs to create homework assignments and lesson plans for the Web Design DeCal, a UC Berkeley class that teaches web design fundamentals to ~120 students per semester
- ❖ Helping students utilize various web development languages/tools (HTML, CSS, Javascript, & Figma Prototyping) to develop their own web design projects

Postman Inc. - Berkeley Codebase

Berkeley, CA

Client Developer

Feb 2021 - May 2021

- ❖ Worked in a group of Codebase developers that partnered with Postman Inc. to create a suite of cloud integrations
- ❖ Developed a website management integration that allows users to manage API Schema, create user flows, and upload blobs to AWS & Microsoft Azure directly from the Postman application
- ❖ Built a version control integration with Azure Repos, enabling users to push Postman collection changes to the cloud
- ❖ Wrote pre-request and test scripts in Chai.js to parse, process, and test API responses

Kumon North America, Inc.

San Jose, CA

Math Instructor

Apr 2018 - Jan 2019

- ❖ Guided 100+ students in learning various math concepts by asking them thought-provoking questions
- ❖ Consulted with 8 co-workers to evaluate student progress and grade worksheets

PERSONAL PROJECTS

Pathfinding Visualizer

- ❖ Utilized Java and the JavaFX library to develop a program that demonstrates how pathfinding and maze generation algorithms work, animating them step-by-step
- ❖ Algorithms include Dijkstra's, A*, BFS, DFS, Bidirectional BFS, Prim's Randomized Maze Generation, and Recursive Maze Division

Personal Portfolio Website → Link: stevenhuang010.github.io

- ❖ Architected with HTML, CSS, and Javascript to create a responsive, mobile-friendly website highlighting my technical experiences
- ❖ Developed and incorporated scroll-based animations to increase website interactivity and personalize the user experience
- ❖ Created high-fidelity Figma prototypes and graphics that reflect key design concepts, including visual hierarchy and color theory

Interactive Sudoku GUI & Backtracking Solver

- ❖ Built a graphical user interface using Python and the Pygame module that users can play Sudoku on
- ❖ Implemented and animated an iterative Sudoku-solving algorithm built upon backtracking that can solve any valid Sudoku board; also developed a Sudoku puzzle generator using backtracking

SKILLS

Languages

- ❖ Java, Python, HTML, CSS, Javascript

Frameworks/Libraries

- ❖ NumPy, Chai.js, Pygame, JavaFX

Tools

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