Steven Huang

Berkeley, CA | huangsteven@berkeley.edu | 408-916-8891
linkedin.com/in/stevenshuang | github.com/stevenhuang010 | stevenhuang010.github.io

EDUCATION

The University of California - Berkeley **Berkeley, CA**

B.A. Computer Science, Minor in Data Science - GPA: 4.0 *May 2024*

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

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, CA**

Client Developer *Feb 2021 - May 2021*

- Worked in a group of Berkeley 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

PERSONAL PROJECTS

Pathfinding Visualizer

- Utilized Java and JavaFX 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

- 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

Sorting Visualizer

- Developed a web application using React.js in order to illustrate how various sorting algorithms operate in a stepwise fashion
- Algorithms include Bubble Sort, Insertion Sort, Selection Sort, Merge Sort, Quick Sort, Heap Sort, Shell Sort, and Counting Sort

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

- React.js, NumPy, Chai.js, Pygame, JavaFX

Tools

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