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 Math & Probability Theory, Linear Algebra, Principles and Techniques of Data Science, Web Design

EXPERIENCE

Aurora Solar — **Berkeley, CA**

Full-Stack Developer — *Aug 2021 - Dec 2021*

- Contracted by Aurora Solar through Berkeley Codebase to develop a customer admin portal using React.js, Blueprint.js, Docker, and Makefiles
- Utilized React hooks, Blueprint components, and CSS media queries to build a responsive tenant space with full backend integration, allowing users to edit, create, and search for tenants
- Designed Dockerfiles and Makefiles to containerize the admin app and automate Docker image builds across different environments, expediting web app deployment

Web Design (CS 198) Course Staff — **Berkeley, CA**

Course Instructor — *Jan 2021 - Dec 2021*

- Lectured and created homeworks for CS 198, the leading web development class at UC Berkeley with 120+ students per semester
- Helped students use HTML, CSS, Javascript, and Figma to build their own websites from scratch

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)

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 build an interactive front-end, letting users select a sort 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

SKILLS

Languages

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

Frameworks/Libraries

- React.js, Blueprint.js, Chai.js, NumPy, Pandas, JUnit, Selenium Webdriver, Matplotlib, Seaborn, Sklearn, Pygame, JavaFX

Tools

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