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

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, Blueprint.js, NumPy, Pandas, Chai.js, JUnit, Selenium Webdriver, Pygame, JavaFX

Tools

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