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

Software 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

Teaching Assistant

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