Thomas Huang

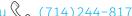
Software Engineer











EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

September 2019 - Present | Westwood, California

MAJOR IN MATHEMATICS, PRE-MINOR IN STATISTICS, PRE-SPECIALIZATION IN COMPUTING

School of Letters & Sciences

Cum. GPA: 3.873 / 4.0

PROJECTS

MINI ROGUE



- → Mini Rogue is an object-oriented, multi-level dungeon adventure game playable on the command prompt or terminal.
- → Developed dungeon levels, monsters, combat, items, and abilities the user can utilize to eventually acquire the golden idol to win the game.

RECIPE APP



| PYTHON

2021

- → Recipe App is an interactive application geared towards helping the home cook find recipes catering to their pantry or cravings.
- → Scraped the database of recipes from www.SeriousEats.com with Scrapy, where the user's queries are fulfilled with SQLite3
- → Designed and created user and display interface with PyQt5

INSTRUCTIONAL BLOG POSTS | PYTHON/JEKYLL



- → The instructional blog posts are various markdown blog posts giving a mini-lesson of how to do various tasks in the Data Science field.
- → Topics discussed include: data scraping, manipulation, retrieval, and visualization, databases, clustering, and machine learning with the following: matplotlib, NumPy, pandas, plotly, seaborn, SQLite3, Tensorflow

WORK EXPERIENCE

UCLA MATHEMATICS DEPARTMENT | UNDERGRADUATE READER

March 2021 - December 2021 | Remote

- → Graded various assignments for lower-division mathematics courses (Differential Equations, Differential and Integral Calculus, Pre-Calculus) under the guidance and direction of faculty.
- → Selected based on past performances in coursework and prior grading

SKILLS

PROGRAMMING

Proficient:

Python • C++

Familiar:

R • Java • HTML/CSS

COURSEWORK

Algorithms and Complexity Data Structures Mathematical Modelling Discrete Math Linear Algebra

LANGUAGES

ENGLISH

FLUENT

SPANISH

INTERMEDIATE

HOBBIES

Cooking/Food • Fashion • Video Games • Learning