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Thomas Huang

https://thomhuang.com
US Citizen

Education

University of California, Los Angeles — Westwood, CA
B.S. in Applied Mathematics — *Sept 2019 – March 2023*

- **Concentrations**: Specialization in Computing

Work Experience

CoStar Group, Homes.com — Irvine, CA
Associate Software Engineer — *Aug 2023 – Present*

- Realized **RESTful APIs** in **C#** for use in the continuous development of the www.Homes.com Mobile App, internal events publishing system, and user impressions logging.
- Wrote corresponding unit tests for each API operation, making use of the package **Moq**.
- Collaborated with various teams of developers to integrate a notification system integrating DynamoDB, MySQL with our internal events system and background cron-jobs.

Imprint — Remote
Full-stack Software Engineer Intern — *Jan 2020 – May 2020*

- Developed applications using **React** and **TypeScript**, utilizing **Redux Toolkit** for state management, focusing on delivering high-quality and performant user experiences.
- Contributed in the development of a **Next.JS** CRM application, effectively managing accounts for more than 300K customers.
- Refined and engineered initial flow for https://account.imprint.co/login, from landing page to user verification.

Dunmor — Woodland Hills, CA
Data Engineer Intern — *June 2022 – September 2022*

- Cleaned and engineered raw mortgage data, working with **Amazon Redshift** on over 200 million records.
- developed filtering process of top competitor's loaning metrics to be shown to stakeholders and investors.
- Assisted in designing a clustering algorithm to match data-inconsistent borrower info utilizing forward filling.

Personal Projects

- **Recipe App**: A user-application to search, filter, and view various recipes from www.SeriousEats.com, built entirely in **Python**. It had used **Scrapy** to web-scrape approximately 1,000 individual recipes at the time, querying said data using **mySQL** through **SQLite3**.
- **Conway's Game of Life**: A user-application developed in **Python** allowing users to setup an interactive, real-time simulation of Conway's Game of Life utilizing **Numpy** and **PyGame** for game-logic and visualization.
- **Maze Solver**: A user-application to construct, visualize, and solve mazes efficiently using **Python** alongisde **PyGame**. The application employs both **Breadth First Search** or **Depth First Search** based on user-action.
- **MiniRogue**: A terminal-based "Rogue-Like" game developed entirely in C++ utilizing several Data-Structures, Algorithms, and **Object-Oriented Programming** concepts such as **Abstraction**, **Polymorphism**, **Inheritance**, and more.

Skills

Languages: C#, Python, Typescript, GoLang

Technologies: Git, React, MySQL, HTML/CSS, MySQL, DynamoDB

Software: Visual Studio, Visual Studio Code, Postman

etc.

Languages: *Fluent* : English; *Proficient* : Spanish

Hobbies: Clothing, Coffee, Food, Cooking, Music, Reading