Victor Huang

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Education

University of Waterloo

Bachelor of Computer Science, Honours Co-op, 3.8/4.0 GPA

Expected Graduation 2029

Waterloo, ON

Skills

Languages: Python, C++, C, TypeScript, Java, Shell, SQL, Scheme, HTML, CSS **Frameworks/Libraries:** GraphQL, Prisma, React, Flask, Selenium, Matplotlib, AutoGen

Tools: Git, Vim, Linux, SSH, K8s, Postgres, Docker, Raspberry Pi, Arduino, GCP

Experience

Backend Software Engineer | *Typescript, Prisma, GraphQL, SQL, K8s* Hack the North

Mar 2024 - Present Waterloo, ON

- Owned design and implementation of database schema and GraphQL endpoints for an event gamification system, supporting tools and features for 1200+ users with real-time quest tracking, point transactions, and user analytics.
- Automated internal ideation workflow with Slack and Notion API, reducing manual documentation time by 30%.
- Created data reports on event metrics with Metabase + PostgreSQL, aiding logistics in making data-driven decisions.

Software Engineer | *Python, OpenCV, SSH, Raspberry Pi* Waterloo Aerial Robotics Group, Autonomy

Jan 2024 - Present Waterloo. ON

- Captured 2k+ brightspot images to fine-tune drone's computer vision system, reducing false detections by 99%.
- Investigated new Raspberry Pi and OpenCV camera modules, authoring comprehensive setup and troubleshooting documentation, significantly reducing debugging time for future hardware and software integration.

Research Programmer | *Python, OpenAI, AutoGen, Git* UCSB Human-AI Integration Lab

Dec 2023 - Jun 2024 Santa Barbara, CA

- Built a framework for LLM agents to simulate human interactions through persona-based interaction.
- Developed a multi-agent conversation system using MS AutoGen, allowing 8+ agents per discussion session.
- Utilized **prompt engineering** techniques (such as N-shot learning, Chain of Thought, Prompt Chaining, etc.) and **RAG** memory pipeline to enhance agent performance by 25% and virtually **eliminated all hallucinations**.

Research Intern | *Python, Matplotlib, Numpy, Pandas* University of New Brunswick, Physics Department

Jul 2024 - Aug 2024 Fredericton. NB

- Analyzed 10,000+ laser intensity data points across varied exposure levels, enabling precise profile characterization.
- Applied Gaussian fitting and built 2D/3D visualizations in Matplotlib, gaining deeper insight into beam distribution.
- Collaborated on the design, testing, and programming solutions of new lab exercises for an upper-year laser course.

Projects

Apocalift □ | *JavaScript, Flask, Python, Arduino, C++, HTML/CSS*

- Built web-based RC vehicle rental platform using Flask, featuring real-time video streaming capabilities.
- Developed RESTful API endpoints to transmit user controls to the RC vehicle via ESP32 wireless communication.

RxSync ☑ | TypeScript, React, Bootstrap CSS, Bland AI, OpenAI

- Built AI-driven pharmacy coordination tool with **React**, streamlining drug requests through automated voice calling.
- Implemented custom hooks to sequentially call 3 APIs, retrieve call transcripts, and summarize using OpenAI API.

Theater Movers \Box | C++, *Arduino*, *Git*, *KiCad*

- Prototyped a 3D-printed intelligent lighting fixture with dual-axis rotation for community stage productions.
- Developed custom algorithm to support synchronized stepper motor acceleration on both axes.

UNB Weather Station □ | *Raspberry Pi, Python, Shell, Linux, SSH, I2C*

- Created **3** custom weather stations using **Raspberry Pi** and environmental sensor (BME280), synchronized using a high-precision RTC module (Real Time Clock) to measure the local adiabatic lapse rate.
- Remotely connected to RPi via SSH and configured Linux operating system to run custom Python and Shell scripts.