

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

Experience

Backend Software Engineer | Typescript, Prisma, GraphQL, SQL, K8s, Node

Hack the North

Mar 2024 - Present

Waterloo, ON

- **Owned** design and implementation of database schema and **30+** GraphQL endpoints for an event gamification system, supporting tools and features for **1500+** users with real-time quest tracking, point transactions, and user analytics.
- Automated internal ideation workflow for **60+ organizers** with Slack and Notion API integration, reducing manual documentation time by **30%** and boosted idea visibility by directly inserting into Notion database.
- 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 and optimized infrared brightspot detection algorithm with improved blob detection, **reducing false detections by 95% and boosting accuracy by 30%**
- 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 LLM agent framework to simulate human interactions through persona-based conversation.
- 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 ↗ | 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.

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