Kong Huang
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Education

New York University · Polytechnic School of Engineering · Bachelor of Science   New York, NY
Major in Computer Science   Expected Graduation: May 2016
Minors in Game Engineering and Game Design

Awards

HackNYU
Microsoft Challenge Winner
- Created crowd-sourced political application for themed challenge
- Scraped information from Wikipedia and formatted it in a mobile friendly way
- Built functional Windows phone application in 30 hours using XAML and C#

Google Hack 4 Humanity
2nd Place and Best Completion Award
- Created a encryption and steganography service for use by journalists
- Technology stack consists of Handlebars, Node.js, Bootstrap, Express, Crypto, and PDFtk
- Website is currently live at: hidr.me

Professional Experience

Virginia Dare Extract, New York, NY   June 2013 – January 2014
Information Technology Intern
- Constructed and initialized new computer systems for company-wide upgrade
- Backed up user and company data using Acronis software

T3 Trading Group LLC, New York, NY   June 2012 – September 2012
Information Technology Intern
- Assisted in constructing computer systems for live traders
- Managed MySQL database with hundreds of users
- Troubleshooted general computer problems in addition to domain and network problems

Computer Skills

Programming Languages: C, C++, Java, LaTeX
Programming Environments: Eclipse, Visual Studio 2013, Emacs
Other technologies: HTML, CSS, MySQL, Git, Virtual Machine

Related Coursework

Object Oriented Programming: Learned core object oriented concepts such as abstract classes, constructors and destructors, superclasses, subclasses, inheritance, encapsulation, delegation, method overriding and overloading, and polymorphism.
Data Structures and Algorithms Utilized data structures such as graphs (especially trees), maps, heaps, stacks and queues, arrays and linked lists. Also learned algorithms such as graph search (BFS, DFS), sorts (merge sort, insertion sort), string manipulations, and hashing.
Introduction to Databases Used MySQL, PHP, and basic HTML to create a rudimentary clone of Facebook using relational database design. *Wildbook source code can be found at my GitHub.*
Mobile Application Programming Designed iOS applications using Swift in XCode. Learned the iOS themes of deference, depth, and clarity in designing user interfaces. *Space Jumper and other mobile application source codes can be found at my GitHub.*

Additional information

Github: http://github.com/wheressswaldo
Interests: Cooking, Travel, Problem Solving, Jogging, Hiking, Rock Climbing