

Howard Huang

Senior computer science student. Aspiring software engineer.

 [Github](#)  [LinkedIn](#)  [Website](#)

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Hometown: San Jose, California | **Currently Residing:** Los Angeles, California

Education

University of California, Los Angeles

Fall 2014 - Present

Bachelor of Science, Computer Science - Expected Graduation: Spring 2018

- Research Grant Recipient, Undergraduate Researcher, Student Mentor, Daily Bruin, GPA: 3.7 (Upper Division)

Experience

Microsoft - Software Engineering Intern

Summer 2017

- Worked on Azure SQL Data Warehouse and learned concepts related to database systems and distributed systems.
- Implemented a business critical feature which provides health information of a cluster to increase reliability and robustness.
- Extended the functionality of the engine of the control node while resolving concurrency and performance challenges.

Cloud Raxak - Software Engineering Intern

Summer 2016

- Architected Cloud Raxak's backend platform to implement configuration compliance based on multiple industry standard STIGs.
- Remodeled a product suited for Linux based operating systems to provide support for Windows operating systems.

Daily Bruin - Multiple Positions

Fall 2015 - Present

- **Senior Staffer** - Consulted on multiple UCLA student media projects and provided guidance for incoming directors.
- **Director** - Managed a department of over 50 developers and 7 project managers. Acted as DailyBruin.com's webmaster to maintain and update the website to handle millions of views annually.
- **Project Manager** - Supervised a team of 6 contributors and took the role of a senior developer to lead web application development.
- **Intern** - Created interactive static web pages for Daily Bruin feature stories while practicing web development skills.

Research

Internet Research Incubator - 2017 to 2018 Prize Winner

Summer 2017 - Present

- Received a \$15,000 grant to pursue a self proposed research topic relating to the internet. Working under the direction of Venky Harinarayan and Professor Leonard Kleinrock.
- Researching the use of big data and artificial intelligence to programmatically identify misinformation and factual inaccuracies in digital journalism.

UC Institute for Prediction Technology - Undergraduate Researcher

Spring 2017 - Summer 2017

- Created labeling software which handles information from Twitter and Reddit to preprocess data for machine learning algorithms.

Skills

Frontend - HTML, CSS, jQuery, Bootstrap, Foundation, Handlebars.js

Languages:

Backend - Django, Flask, Rails, Meteor.js, Node.js, Wordpress

Proficient: Python, C#, Java, C++, Javascript

Infrastructure / DevOps - Nginx, IIS, Apache, Docker, Vagrant

Familiar: C, SQL, OCaml, PHP

Other Technologies Used - Android Studio, Unity, MongoDB, Redis, Git

Learning: Golang, Ruby, Prolog, Scala

Projects

Picture Time / Rain or Shine

(Java, Android Studio)

- Picture Time: A social media application used to send and receive images and videos between users.
- Rain Or Shine: A weather application which provides real-time climate data parsed from forecast.io.

Daily Bruin Scraper

(Python, Django)

- A web scraper which takes Daily Bruin posts, extracts important information, and emails the contents in JSON to the user.

Floppy Frog / Squares

(C#, Unity)

- Floppy Frog: A game created using Maya LT 3D graphics where the user moves a frog to try to capture as many flies as they can, while being chased by a computer guided by basic AI.
- Squares: A platformer game where the user traverses various obstacles as fast as possible, built using a simple and self generated physics engine.