

# Ivan Huang

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## EDUCATION

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**University of California, Irvine**

**Graduation Date: June, 2021**

B.S. Computer Science

**Overall GPA: 3.826** ( Dean's Honors List for all quarters )

**Coursework:** Data Structures & Algorithms, Databases, Edge Computing, IoT Software & Systems, Machine Learning

## EXPERIENCE

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**Software Engineer - Thumbtack**

**August 2021 - Present**

- Designed and developed an end-to-end project that exposes background checks as an additional minimum requirement for new Thumbtack pros before being allowed to interact with the company's marketplace platform.
- Worked on a product feature that provides Thumbtack pros the ability to take an in-product background check without a SSN.
- **Technologies Used:** Go, PHP, Typescript, React, SQL

**Software Developer - Ethic Marketplace**

**January 2020 - June 2020**

- Led a small team of three to design and build an embedded Shopify app that provides employees the ability to easily manage and update a product's ethical criteria
- Managed project timelines and communicated with CEO to ensure satisfaction of project progress
- Developed and styled a frontend component for each product page that dynamically displays the respective product's ethic score and badge certifications
- Built a RESTful backend API and implemented the calculation of ethical scores
- **Technologies Used:** Javascript, React, Express, Node.js, Liquid.js

**Software Engineer Intern - Advanced Continuing Education Association**

**July 2019 - September 2019**

- Assisted in developing the front end functionality with React for a refactored admin dashboard that allows employees to manage and oversee CE courses
- Improved the catalog of suggested CE courses with a responsive design to promote start-up brand recognition
- Demonstrated ability to quickly adapt to a large existing code base in order to identify and resolve bug fixes across the web app
- **Technologies Used:** Javascript, React, Express, Node.js, Java, SQL

## PERSONAL PROJECTS

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**SpotTheTrack**

**August 2020 - Ongoing**

- An online round-based multiplayer game where each round, players in the same game room compete with each other to guess the name of the current song being played
- Designed and implemented the client-server interaction with WebSockets to achieve real time synchronization of the current game state for all players in the same room
- **Technologies used:** Javascript, Express, React, Node.js and Socket.io

**NextMuniAlexaSkill**

**July 2020**

- An Amazon Alexa skill that uses NextBus API to return a voice output of prediction times for any given San Francisco muni bus, stop, and direction
- **Technologies used:** Javascript and Alexa Skills Kit

**PrayerKeeper**

**September 2019**

- A full-stack MERN web app that serves as an easy platform for a group of 30 friends to keep up with each other's prayer requests.
- Implemented token based authentication with password encryption by using Bcrypt and JSON Web Tokens.
- Taught myself how to create a RESTful backend API with Express and used Redux for state management
- **Technologies used:** Javascript, MongoDB, Express, React, Node.js and Redux

## SKILLS

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**Programming Languages:** Python, Javascript, Go, PHP, C++, C, Java, HTML, CSS, SQL, GraphQL

**Technologies:** Node.js, Next.js, React, Express, Socket.io, Redux, Flask, MongoDB, Tensorflow, Git