

# ALLEN HUANG

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github.com/allenhuang97   
allenhuang.me 

## EXPERIENCE

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### Full Stack Developer Intern – theScore

May – August 2018

- Developed *Player Lookalike* feature using AWS' facial recognition API and React
- Built intelligent reengagement notifications for Facebook Instant Game using Rails
- Halved CI runtime by optimizing cache usage and selectively parallelizing tasks in CircleCI 2
- Implemented automated NPS scoring messages on theScore's Facebook Chatbot in Rails
- Integrated Google's Lighthouse into CI for advanced performance instrumentation
- Created new pages and features on theScore's webpage using React and Redux

### Full Stack Developer Intern – Dealer-Fx

September – December 2017

- Led discussions on new feature development and created multiple prototypes
- Developed new features to automatically deliver SMS, emails, and phone calls using C#/ASP.NET, Twilio, SendGrid, and PhoneBurner
- Updated customer data and service statuses using webhooks written in C#/ASP.NET
- Optimized third-party API usage to reduce response times by 90%
- Created several SQL procedures to access customer data used for integrations

### Full Stack Developer Intern – Capital One

January – April 2017

- Developed an automated deployment pipeline now used by all teams in the company
- Wrote and updated multiple infrastructure modules using Ansible, Bash, and AWS
- Built scalable and resilient infrastructure to host and deploy content using Terraform scripts
- Ensured 99.99% uptime with cross-region replication, DDoS-prevention, and CDN caching

### Machine Learning Research Intern – University of Waterloo

May – August 2016

- Developed machine learning algorithms to predict system degradation and failure in R/C++
- Investigated various branches of machine learning such as Markov Models and Neural Nets
- Implemented methods for data analysis including Wavelet Packets and Fourier Transforms
- Benchmarked and optimized machine learning algorithms using concurrent programming

## SKILLS

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**LANGUAGES:** JavaScript, C++, SQL, C#, Java, R, Bash, Ansible, Terraform

**TOOLS/SERVICES:** git, Amazon Web Services, CircleCI, Jenkins

**FRAMEWORKS:** React, Node.js, AngularJS, ASP.NET, Redux

## PROJECTS

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### Handwriting Character Recognition

- Created handwriting recognition software for single characters using k-nearest neighbors

## EDUCATION

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University of Waterloo – Computer Engineering

2015 – 2020

## INTERESTS

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- Foosball, Badminton, Table Tennis, and Squash
- Board games such as Avalon, Settlers of Catan, and Citadels