

BRANDON HUANG

2802 Ellendale Pl. | Los Angeles, CA 90007 | 1 (213) 284-5729 | hi@brandonhuang.io | brandonhuang.io

EDUCATION

University of Southern California

BS Business Administration
Minor Web Technologies and Applications

Expected Graduation May 2017

Los Angeles, CA

Minor GPA: 3.9 | Cumulative: 3.4

Lighthouse Labs

Web Development Bootcamp

May 2015 – July 2015

Vancouver, BC

SKILLS

LANGUAGES: Javascript, HTML/CSS/SASS, C++, PHP, Ruby, SQL

FRAMEWORKS AND TECHNOLOGIES: Node, React, Rails, Express, jQuery

EXPERIENCE

PRODUCTION LEAD

August 2016 - Present

USC Code the Change

Los Angeles, CA

- Improve development process to ship well-documented, tested, and maintainable code.
- Coordinate sprint planning discussions and lead whiteboarding sessions.
- Discuss languages and technologies most suitable for the project and team.

SOFTWARE ENGINEERING INTERN

May 2016 – August 2016

Lendesk

Vancouver, BC

- Implemented a document parser feature and deployed to production.
- Practiced test driven development in React with Enzyme.
- Reduced the runtime of RSpec test suite by 54%, from ten to five minutes.

FULLSTACK DEVELOPER

August 2015 – August 2016

USC Code the Change

Los Angeles, CA

- Developed reusable React components with Flux architecture with unit tests.
- Worked closely with designers to implement pixel perfect designs.
- Lead workshops and composed practice assignments to onboard new developers.

TEACHING ASSISTANT

August 2015 – May 2016

University of Southern California

Los Angeles, CA

- Explained programming concepts in easy-to-understand ways to non-majors.
- Graded assignments in PHP/SQL/Javascript and held office hours outside of class.

PROJECTS

DOMESTIC VIOLENCE SHELTER SEARCH

React | Node | Mongo

- Worked with the largest domestic violence organization in Los Angeles.
- Web application built to help first responders find shelters for domestic violence victims.
- Code reviewed, pair programmed, and mentored in a team of seven developers.

PXLSTRIKE

Socket.io | Phaser | Node

- Real-time massive multiplayer space shooter game developed for game production class.
- Client and server syncing with data transportation over web sockets.

CHATNON

Meteor | Socket.io | jQuery

- Live chat room with individual channels and user accounts developed as personal project.
- Peak traffic of over 500 pageviews per day; 30,000 pageviews since July 2015.