STEPHEN HUANG

New York, NY · U.S Citizen

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EDUCATION

Columbia University   **Expected May 2026**
B.A. in Computer Science – GPA: 3.97   *New York, NY*
- **Awards:** Phi Theta Kappa Honor Society Scholarship Recipient
- **Relevant Coursework:** Data Structures, Linear Algebra, Discrete Structures, Calculus III, Intro Programming, Assembly

EXPERIENCE

Software Engineer Intern @ Shared Studios   **Jun 2023 – Present**
TypeScript, JavaScript, Electron, Node.js, Webpack, Jest, Figma   *New York, NY*
- Developed a Dynamic Architecture Diagram for our flagship Portal Agent, resulting in 25% fewer integration errors
- Engineered a cross-platform voice user interface for the client application, utilizing offline speech recognition to eliminate cloud-based processing, reducing costs by 44% and minimizing processing latency by 80%
- Integrated Redux Toolkit, simplifying state management and accelerating development cycles by 12%
- Introduced automated testing processes with Jest, increasing test coverage by 30% and reducing defects by 15%

Software Engineer Intern @ Pupil   **Mar 2024 – Jun 2024**
TypeScript, JavaScript, Svelte, Next.js, Supabase   *New York, NY*
- Architected and developed a high-performance landing page with responsive design, resulting in a 20% improvement in lead generation efficiency
- Improved performance of the app by 14% by optimizing queries in our internal API

Computer Science Tutor @ The City University of New York (CUNY)   **Sep 2023 – Dec 2023**
C++, Java, MIPS Assembly   *New York, NY*
- Provided one-on-one tutoring on computer science theory and fundamentals for 75 college students weekly
- Produced a **C++ final exam** from scratch supplemented by a comprehensive answer key, leading to a 90% passing rate
- Coordinated 15+ meetings with university professors to develop a tailored curriculum for students

PROJECTS

Horror Elevator | *Lua*
- Programmed all core components of a horror game with over 6,700,000 plays utilizing Object Oriented Programming
- Designed a robust progression experience, maintaining a consistent 2,000 daily active users for over 3 years

Politigram | *JavaScript, Next.js, Vercel, Mongoose, BERT, Google Cloud Vision*
- Launched a social media web app with a political content filter using PoliBERT for NLP and sentiment analysis
- Leveraged Google Cloud Vision API to execute sophisticated image analysis and object recognition workflows

GoalHero | *JavaScript, React Native, Node.js, PostgreSQL, Xcode, Matter.js*
- Developed a gamified goal-tracking app with a combat system and animated sprites using RN Game Engine
- Implemented Redux actions to track hero statistics such as health points and attack range

LEADERSHIP

Application Development Initiative   **Feb 2024 – Present**
Internal/External Committee Member   *New York, NY*
- Organizing social events for over 2,000 members in the largest science and technology club at Columbia University

Phi Theta Kappa Honor Society   **Sep 2023 – Dec 2023**
Secretary   *New York, NY*
- Led 12 students in the college transfer process, resulting in a collective award of $70,000 in scholarships

SKILLS

Languages: TypeScript, JavaScript, C++, Java, Python, Lua, SQL, Bash, MIPS
Technologies: Next.js, React, React Native, Tensorflow, Google Cloud, Svelte, Node, Express, Electron, jQuery, PostgreSQL, Sequelize, MongoDB, Redux Toolkit, IntelliJ IDEA, Webpack, Babel, Sass, Tailwind, Jest, Git