

STEPHEN HUANG

New York, NY · U.S. Citizen

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EDUCATION

Columbia University

Expected May 2026

Bachelor of Arts in Computer Science – GPA: 3.97/4.00

New York, NY

- **Awards:** Phi Theta Kappa Honor Society Scholarship Recipient
- **Relevant Coursework:** Data Structures, Advanced Programming, Discrete Structures, Linear Algebra, Calculus III

EXPERIENCE

Software Engineer Intern @ Shared Studios

Jun 2023 – Aug 2024

TypeScript, JavaScript, Python, Tensorflow, Electron, Node.js, Webpack, Jest, Figma

New York, NY

- Optimized dynamic rendering configurations for heterogeneous displays and integrated motion sensor using Tensorflow with Electron's IPC protocols.
- 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, minimizing processing latency by 80%.
- Conducted security audits and applied Electron's contextBridge API to minimize vulnerabilities in the PA application.

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.
- Reduced asset sizes by leveraging modern image formats compression tools, and optimizing image dimensions for different screen resolutions.

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.
- Facilitated weekly meetings with university professors to develop a tailored curriculum for students.

PROJECTS

Politigram | JavaScript, Next.js, Vercel, NextAuth, MongoDB, PyTorch, 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, Express, PostgreSQL, Xcode, Matter.js

- Developed a gamified goal-tracking app with a combat system and animated sprites using RN Game Engine.
- Created RESTful API endpoints to handle CRUD operations, utilizing Sequelize to interact with the database.

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.

LEADERSHIP

Application Development Initiative @ Columbia University

Feb 2024 – Present

Internal/External Committee Member

New York, NY

- Allocated budgets for club events, ensuring optimal use of resources to maximize member engagement.

Phi Theta Kappa Honor Society

Sep 2023 – Dec 2023

Secretary

New York, NY

- Mentored students in the college transfer process, providing application reviews and scholarship assistance.

SKILLS

Languages: TypeScript, JavaScript, C++, Java, Python, Lua, SQL, Bash, MIPS

Technologies: Next.js, React, React Native, PyTorch, Tensorflow, Google Cloud, Svelte, Node, Express, Electron, jQuery, PostgreSQL, MongoDB, Firebase, Sequelize, Mongoose, Redux Toolkit, IntelliJ IDEA, Webpack, Babel, Sass, Tailwind, Jest, Git