

STEPHEN HUANG

stephen-huang.com

sh4545@columbia.edu

[/in/stephen-huang-dev](https://in.linkedin.com/in/stephen-huang-dev)

[stephen-huang-hash](https://github.com/stephen-huang-hash)

SKILLS

Languages: TypeScript, JavaScript (React, Node), C++, Java, Python, Lua, SQL, Bash, MIPS

Technologies: Git, Next.js, React Native, Svelte, Express, Electron, jQuery, PostgreSQL, Sequelize, Redux, IntelliJ IDEA

EDUCATION

Columbia University

Expected May 2026

B.A. in Computer Science – GPA: 3.96

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 @ Pupil

Mar 2024 – Present

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 due to optimized call-to-action placements and user flow
- Implemented the T3 Stack and Drizzle ORM while transitioning the application's database from Firebase to Supabase
- 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

Software Engineer Intern @ Shared Studios

Jun 2023 – Aug 2023

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

New York, NY

- Designed and engineered a cross-platform voice user interface for the client application, utilizing fully offline speech recognition technology to cut operational costs by an estimated 50%
- Integrated Redux with RESTful APIs, simplifying state management and accelerating development cycles by 10%
- Introduced automated testing processes with Jest, increasing test coverage by 30% and reducing defects by 15%

PROJECTS

Horror Elevator | Lua

- Programmed all core components of a horror game with over 6,700,000 plays utilizing Object Oriented Programming
- Designed an addictive 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 pioneering social media web application filtering content based on a political spectrum slider
- Trained a machine learning model to evaluate images using the Google Cloud Vision API, reaching an accuracy of 64%

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 5+ 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

INTERESTS

Interests: Enjoys competing at hackathons, watching New York Knicks basketball, and would like to build amusement parks