

# Ryan Huang

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## EDUCATION

### University of California, Berkeley

*Bachelor of Science in Electrical Engineering and Computer Science*

**May 2023**

**GPA: 3.50**

**Selected coursework:** Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems I, Discrete Mathematics and Probability Theory, Multivariable Calculus, Linear Algebra and Differential Equations

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## EXPERIENCE

### Convergent at Berkeley

**May 2020 – Present**

*Build Team Lead*

- Enhancing collaboration between members by preparing meeting materials and providing feedback/outlines for product development
- Managing Build Team Officers that specialize in design, tech, and marketing

### METEOR Studio @ ASU

**June 2020 – Present**

*Research Assistant*

- Developing UI/UX for virtual dynamic fluid simulations
- Using Unity3D and C# to create immersive VR chemistry lab experiences

### UC Berkeley College of Engineering

**August 2020 – Present**

*Academic Intern*

- Facilitating labs for CS61B – Data Structures
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## PROJECTS

### PillaRx

**February 2020 – Present**

*Project Manager*

- Managing a build team currently developing an app called PillaRx
- PillaRx provides users with a simple interface to keep track of their current medication and find insurance-based alternatives
- Wireframed prototype in Figma

### Gitlet

**April 2020**

- Created a lightweight version of Git with all basic functionality
- Learned about the importance of a design document and practiced serialization/hashing

### CalHacks

**October 2019**

- Competed in world's largest collegiate hackathon
  - Created a service, CheatSeat, that indicated availability of seats in public spaces such as libraries using Python and a Raspberry Pi
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## SKILLS AND INTERESTS

**Skills:** Python, Java, Git, HTML, CSS, C#, Unity, AutoCAD, Figma, Microsoft Office Suite

**Interests:** Fitness; Piano; Wushu; Fashion; Mechanical keyboards; listening to Frank Ocean