

# GORDON HUANG

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## EDUCATION

### University of Washington

Seattle, WA

*Bachelor of Science in Computer Science, Minor in Data Science*

*Expected June 2026*

**Relevant Coursework:** Computer Vision, Computer Security, Data Structures & Parallelism, Data Management, Database System Internals, Distributed Systems, Foundations of Computing I–II, Hardware/Software Interface, Intro to Artificial Intelligence, Intro to Algorithms, Natural Language Processing, Machine Learning, Matrix Algebra, Software Design & Implementation, Systems Programming, Systems & Software Tools

## PROFESSIONAL EXPERIENCE

### Undergraduate Research Assistant

Jan 2025 – Present

*University of Washington - Make4all Lab: Accessible Generative Design Tools*

*Seattle, WA*

- Exploring and assessing fabrication workflow use cases for fabrication generated through AI for disabled individuals and novice end users
- Implementing Python-based tool generator using LangGraph that utilizes a multi-agent GAI fabrication system to produce design tools for users
- Evaluating the tool against other LLMs using qualitative and quantitative analysis for the user-specified metrics of both the interface and tool output

### Software Engineering Intern

Jun 2024 – Aug 2024

*GlobalDeal*

*Tokyo, Japan*

- Developed an emailing service using JavaScript and Nylas API to facilitate mass emails to 300+ potential sponsors to optimize efficiency for a hackathon in Indonesia called GlobalHack
- Networked with 20+ potential clients as a company representative at a trade show to foster business growth
- Enhanced Figma skills by designing tailored wireframes and leveraging Shopify API to improve e-commerce branding for clients

### Intern/Apprentice

Mar 2022 – June 2022

*Computing for All*

*Seattle, WA*

- Achieved a solid understanding of Figma and a foundation in core principles of app design
- Acquired insight from career experts and simulated real work practices

### Intern/Project Lead

July 2021

*Simulated Immersive Experimental Realities*

*Seattle, WA*

- Rehearsed and completed the Unity Program Certification Exam to become a Unity Certified User: Programmer
- Instructed and guided two team members on C# programming and navigating the Unity game engine
- Iterated and developed versions of a C#-based virtual reality game on Unity that implemented self-sustaining island modules solutions

## PROJECTS & LEADERSHIP

### GEN1

Sept 2024 – Present

*Treasurer*

*Seattle, WA*

- Facilitating social and career oriented events aimed at supporting first generation college students
- Collaborating with executive board members through weekly meetings, and managing the budget for 4+ events each quarter
- Engaging with students, faculty, and industry professionals through outreach and events to cultivate relationships and enhance personal growth and club presence

### Caf-fiend, DubHacks Hackathon | JavaScript, HTML, CSS

Oct 2023

- Constructed a web application using HTML, CSS, JavaScript, and front-end frameworks such as Bootstrap to track caffeine consumption using a caffeine database of energy drinks
- Collaborated with a team and gained mastery over Git, version control, and branching
- Demonstrated leadership through the resolution of difficulties using the repository and pivoting from app development

## TECHNICAL SKILLS

**Languages:** Java, Python, SQL, JavaScript, TypeScript, R, C, C++, HTML, CSS

**Frameworks/Libraries:** React, Node.js, Next.js, Express, Bootstrap, LangGraph, PyTorch

**Developer Tools:** Git, Figma, Unity, Visual Studio Code, IntelliJ