

# BOWEN HUANG

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## EDUCATION

**The University of Texas at Austin** Bachelor of Science, Computer Science May 2025  
GPA: 3.53

- Relevant Courses: Data Structures, Operating Systems, Computer Organization and Architecture, Matrix Calculations, Multivariable Calculus, Software Engineering, Machine Learning, Game Technology

## SKILLS

**Technical Skills:** Java, Python, C, Javascript, CSS, HTML, SQL, React, Go Lang, Postman, Docker, Git, Jira, UNIX, API design

**Languages:** English (Native), Mandarin (Fluent)

**Work Eligibility:** Eligible to work in the US with no restrictions

## EXPERIENCE

**Wells Fargo - Software Engineering Intern;** New York City, NY June 2023 - August 2023

- Designed 10 verifications of the internal automation pipeline and configuration of YAML file with policy data leveraging Go Lang
- Initiated features and unit testing to ensure secure deployment of all 34 WF software development life cycle(SDLC) services
- Piloted efficient deployment software to analyze and verify 4 different binary data environment properties

**Paycom - Software Engineering Engagement Intern;** Oklahoma City, OK May 2022 - June 2022

- Examined 15 development sessions on Data Structures, Application Security, Web Development, Open Source Big Data tools
- Collaborated with a professional software team to gain insight into working in the software development sector

**AMNH Department of Astrovisualization - Research Intern;** New York City, NY August 2020 - June 2021

- Created high resolution digital terrain models of the Moon to visualize planetary properties
- Utilized the Ames Stereo Pipeline(ASP) software, UNIX, and OpenSpace applications to create models
- Focused on maximizing the resolution of digital terrain models by leveraging ASP command options

## PROJECTS

**Branch Policy Validator** June 2023 – July 2023

- Wrote a command line utility that validates the Wells Fargo microservices' branch policy files through error handling
- Manufactured unit test in Go Lang that tested for whitespace errors, indentation errors, special characters, and binary values

**Flexercise** January 2023 - May 2023

- Developed a full stack physical fitness IMDB website where users can explore and filter related gyms, exercises, and social groups
- Implemented custom backend Flexercise API database and filter/sort/search algorithms on frontend to display specific categories

**Pintos Operating System** September 2022 - November 2022

- Designed a concurrent operating system using priority scheduling and semaphores to avoid busy waiting
- Formulated a priority donation algorithm to account for deadlock in concurrent processes for OS efficiency

**Othello Bot** June 2022 - July 2022

- Produced an AI using Python to play a board game Othello against users to competitively adept to skill
- Constructed customized heuristics to compute the highest probability best square for AI to move

## LEADERSHIP EXPERIENCE

**UTCS Roadshow, Active Member** September 2022 - Present

- Presented to classes of students, ages 11-17 at local schools, introduction to computer science concepts
- Promoted UT Austin computer science department resources, facilities, and environment
- Provided personal experience as a CS major at UT Austin and in software engineering recruitment

**Electronic Game Developers Society (EGaDS), Officer** October 2021 - May 2022

- Organized Unity development workshops and game development hackathons to promote game development
- Shadowed Unity Workshop Officer to learn more about the Workshop Officer role in EGaDS