

Evan Huang

San Francisco, CA | (415) 542-8757 | evanhuang@ucla.edu | [LinkedIn](#) | [GitHub](#)

EDUCATION

University of California, Los Angeles (UCLA) | Los Angeles, CA

Grad Jun 2029

B.S. in Computer Science & Engineering; B.S. in Applied Mathematics

- **Relevant Courses:** Software Construction, Computer Assembly, Data Structures & Algorithms, Discrete Math, Multivariable Calculus, Probability & Statistics, Upper-Div Linear Algebra Honors (Planned Spring)

LEADERSHIP EXPERIENCE

Bruin Software Engineers | Los Angeles, CA

Oct 2025 - Present

Founding Board Member

- Scaled membership from **5 to 400+ members** through strategic people management encouraging engagement.
- Developed a mentor-matching program pairing **100+ UCLA students with 75+ industry engineers** from **Google, Meta, Amazon, OpenAI**, and other Fortune 500 companies to equip aspiring engineers with valuable insights.
- Facilitated program management for a CS Summit, owning logistics coordination across speakers, sponsors, and venue to bring together **50+ students, engineers, and professors** for a day of technical presentations.
- Secured partnerships and sponsorships with **Google, Jane Street**, and other companies, creating direct pipelines for UCLA students to access recruiting opportunities, technical workshops, and special career resources.
- Cultivated the organization's social media presence from **0 to 275+ LinkedIn followers, 0 to 500+ Instagram followers, and 20,000+ average monthly Instagram views** through targeted marketing and event planning.

Whatnot | San Francisco, CA

Jun 2026 - Sep 2026

E-Commerce Operations & Sales Lead (Independent Contractor)

- Independently managed e-commerce sales, bringing in **\$50k+ in revenue** while keeping a 5.0/5.0 seller rating.
- Developed data-driven pricing by tracking real-time sales and inventory data across **5,000+ units**, analyzing market demand, customer perception, seasonal trends and product turnover rates to boost profit margins by **50%**.
- Fostered sales growth through live public-speaking and audience engagement during live-streamed auctions, increasing followers from **35k+ to 45k+** and turning viewers into repeat buyers.

TECHNICAL PROJECTS

Slate Recruiting Assistant | Frontend & Product Developer

May 2026

- Built a reactive Next.js and Tailwind CSS web application, scoping a 4-step pipeline (from upload to AI-assisted tiering) for reviewing multi-agent AI resume evaluations, reducing recruiter review to as few as **6 clicks**.
- Designed reusable UI components to visualize conflicting AI agent evaluations using callouts and status badges, reducing ambiguity for recruiters comparing multiple model outputs side by side.
- Conducted user research with **2 recruiters** to identify confusion in the recruiting process, redesigning the UI to directly address them, while deepening a passion for applied AI/ML.

Lemmings: A 2D Game | Solo Developer

Feb 2026

- Engineered a tick-based 20x20 grid simulation engine supporting dynamic state transitions (walking, falling, bouncing, climbing) across **10+ different real-time actors** using C++.
- Integrated proximity and spatial-interaction logic (attractors, hazards, directional doors) with O(1) constraints.
- Identified and debugged edge cases regarding boundary conditions, state transitions, and fall-distance.

SKILLS & OTHER

Technical: C++, Python, JavaScript/TypeScript, SQL, React, Next.js, Node.js, Git, Linux

Awards: DEI Research Award, UCLA (2025); National First-Generation Recognition, CollegeBoard (2024);

Languages: English, Chinese