

BOWEN HUANG

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EDUCATION

The University of Texas at Austin Bachelor of Science, Computer Science May 2025
GPA: 3.5

- 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, Spring Boot, Kafka, Sonic, Docker, Git, Jira, UNIX**

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

Work Eligibility: **Eligible to work in the U.S. with no restrictions**

EXPERIENCE

MarketAxess - Software Engineering Intern; New York City, NY June 2024 - August 2024

- Constructed an end-to-end trade request developer tool leveraging JMS, topics, and JDBC to facilitate event messaging
- Presented a global spread protocol solution with an addressable market trade size of \$10 million to MarketAxess board
- Collaborated in tandem with senior software engineers and interns in the creation of feature solutions and tools mentioned

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

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

Parallel Engines Manager June 2024 – July 2024

- Developed a Web UI that manages trade inquiry routing rules with added enhancements such as adding and editing rules
- Constructed a Spring Boot service with API endpoint calls to backend application servers leveraging JMS remote procedure calls

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

- Produced 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

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