

# Erica Huang

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## EDUCATION

### University of California, Los Angeles

June 2027

B.S. in Cognitive Science & B.A. in Computer Science and Linguistics | GPA 3.92

## WORK EXPERIENCE

### UCLA Student Affairs IT | Los Angeles, CA

February 2025 - June 2025

#### Student Developer

Svelte, SvelteKit, TailwindCSS, TypeScript

- Implement feature requests, static content changes, and bug fixes on UCLA websites receiving over 14 million page views a year
- Migrated True Bruin and Financial Education websites to new component-based site builder
- Refactored legacy styles to align with the official Student Affairs design system
- Prioritize web accessibility and readability throughout development

## PROJECTS

### ClubhouseUCLA | Los Angeles, CA

March 2025 - Present

#### Lead Developer

Next.js, TailwindCSS, Supabase, Vercel

- Led development of full-stack web platform for reviewing student organizations, deploying MVP in 10 weeks and launching to 100+ UCLA students
- Managed project infrastructure, including deployment, database, core APIs, and Google OAuth
- Directed team of 5 developers and collaborated with design team to align feature development
- Worked across the entire codebase to integrate features, resolve bugs, and perform high-level refactoring to improve code structure and maintainability
- Integrated user testing sessions throughout development to drive iterative improvements
- Identify areas for continued development and maintenance to guide future product direction

### Morii - Moments That Stay | Los Angeles, CA

March 2025 - June 2025

#### Backend Developer

Express.js, Node.js, MongoDB

- Built a social iOS app for mood tracking and sharing, available on the App Store
- Developed backend routes for posts, likes, comments, and feed pagination/sorting
- Implemented admin-authenticated content moderation features, including block and report

### Dimensional Detective | Los Angeles, CA

February 2025 - June 2025

#### Game Developer

Unity, Blender, C#

- Designed and built a dialogue-driven mystery point-and-click game in Unity
- Implemented round logic for cutscenes, interrogations, and suspect accusations
- Created original sprite animation in Blender and wrote dialogue for a case story

## SKILLS

- **Languages:** JavaScript, TypeScript, Python, SQL, C++, C#, R, Bash, Emacs Lisp
- **Web:** React, Next.js, SvelteKit, Node.js, Express.js, HTML, CSS, Tailwind CSS, Supabase, MongoDB, PHP, Postman, Vercel, Google Cloud Console
- **Game Dev:** Unity, C#, Blender