Frank Huang

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Education

University of Toronto Expected May 2029

Pursuing BSc in Computer Science *Sept. 2025 - Present*

- Relevant Coursework: Software Design, Probability and Statistics I, Intro to Theory of Computation

Technical Skills

Languages: Java, Python, HTML/CSS, JavaScript
Tools: Git, VSCode
Libraries: Flask, NextJS, TailwindCSS, Socket.io

Experience

High School Robotics Team Programming Co-Lead Oct. 2023 – June. 2025

Victoria Park CI FTC Robotics Club (FTC 24484/24485) *Toronto, ON*

- Co-developed tele-operated and autonomous modes for 2 robots using **Java**, Roadrunner Odometry library, and FTC ML Toolchain, working with and guiding subteam of ~ 5 members
- Organized meetings to improve communication between sub-teams and facilitated communication with supervisors
- Facilitated Gr.9 orientation activity of programming a robot to complete a maze
- Contributed to developing team website using **Svelte**, **AstroJS**, and **TailwindCSS**

Projects

Pokemon Higher or Lower | *JavaScript, NextJS, Node.js, Socket.io* June 2026 - Aug 2026

- Co-developed Higher or Lower game based on Pokemon Showdown usage stats, supporting single-player and timed 1v1 multiplayer modes using **Socket.io**
- Created UI using TailwindCSS and NextJS components, including game interface, scoreboard, end screens
- Implemented matchmaking in the Node.js server, allowing both match searching and joining game by link

Clustock Stock Correlation Visualizer | *Python, Dash Plotly* April 2026 - May 2026

- Co-developed graph visualization of Pearson Correlation Coefficients between stocks in the S&P100 using **Dash Plotly**
- Used **Breadth-First Search** to find strongly correlated stocks connecting different GICS sectors
- Created visualizations grouping stocks by sectors and graph communities, and representation of average graph densities for different sectors

Smash Fighting Game | *Java, Swing, AWT* Dec. 2022 - Jan. 2023

- Co-developed a simple fighting game inspired by Super Smash Bros using Swing and AWT Java GUI libraries
- Implemented melee and projectile attacks, animations, and hitboxes with training and player-vs-computer game modes

Awards

Governor General's Academic Bronze Medal June 2025

- Highest cumulative Gr.11 and Gr.12 average in my Victoria Park C.I 2025 graduating cohort (prior to IB exams)

Canadian Senior Math Contest Honour Roll Group 5 2023

- Placed in Top 3% of 14000+ Contestants

Cayley Math Contest Honour Roll Group 5 2023

- Placed in Top 2% of 15000+ Contestants