

Alex Hu

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EDUCATION

University of Texas at Austin

Austin, TX

Bachelor of Science in Computer Science, GPA: 3.38

Expected May 2026

- Relevant Coursework: Data Structures, Computer Organization and Architecture, Discrete Mathematics, Operating Systems, Object Oriented Programming, Linear Algebra

Scholarships/Awards:

- * Texas Education Agency: Highest Ranking Graduate
- * HackTX 2023: Best Pitch

EXPERIENCE

Freetail Hackers

Aug 2024 – Present

Tech Developer

Austin, TX

- Developed front-end features for the HackTX website, a nationwide hackathon with 750+ participants
- Designed and implemented dynamic scrolling animations using Three.js, to enhance user engagement

Food Server

July 2023 – August 2023

Aiya Sushi

League City, TX

- Efficiently served up to 100 customers per night, ensuring high-quality service and customer satisfaction
- Managing different aspects of service at once, such as taking orders, clearing tables, and delivering food
- Adapting to fast-paced, high-pressure environments, and handling unexpected situations
- Developing rapport with regular customers for a personalized dining experience

PROJECTS

Unity DOTS Boids | *Unity DOTS, Visual Studio, C#*

- Developed a simple Boids algorithm using Unity DOTS for greater performance
- Utilized Unity's Data Oriented Tech stack for an over 30x performance boost over standard Unity
- Learned about optimization techniques related to managing large set of data/entities such as octrees
- Implemented an obstacle avoidance system for more complex behaviour in different environments

Unity Procedural Turtle | *Unity, Visual Studio, C#*

- Developed a animated turtle in Unity with procedural walking, tail flicking, and head aiming, plus moving shells
- Integrated 5 different procedural animation techniques to create immersive turtle behaviour
- Learned about the fundamentals of procedural animation and the related algorithms
- Implemented vector mathematics for smooth, natural-looking movement

Unity Fun Shape Game | *Unity, Visual Studio, C#*

- Developed a simple 2D platformer in Unity, producing all aspects of the game solo
- Created 10 unique levels each highlighting different gameplay mechanics
- Gained insight from play testers to discover the discrepancies between player experience and designer vision
- Learned to adapt behaviour of scripts to the limits and quirks of Unity

Bank Heist Calculator | *Visual Studio, C#, .NET Framework*

- Developed a simple Windows Form app for HackTX that calculates time to complete a bank heist
- Pitched the project in front an audience of 300 for HackTX 2023 and won an award for best pitch
- Discovered more about C#, the .NET framework, Visual Studio, such as properties and controls of forms/elements
- Learned to accept certain trade-offs in design and functionality to ensure delivery at a strict deadline

TECHNICAL SKILLS

Languages: C++, C#, Java, C, Python, HTML, CSS, JavaScript

Developer Tools: Unity, Git, Linux