Lou Huang

open source developer • user interface engineer • urbanist

Related experience

Streetmix – *Lead Maintainer / CEO (2013-current)*
I lead an open source civic engagement tool for street planning, inspired by my previous life as an urban designer. The project began in 2013 at Code for America *(see below)*, and was spun out as a standalone organization in 2017. To clients, I'm the CEO: I establish partnerships, find grants, hire contractors and set the project's long-term vision. To the user community, I'm a maintainer: I fix bugs, write documentation, and implement features. Today, Streetmix is used worldwide to build bike lanes, transit improvements and more.

Bad Idea Factory – *Corporate Overlord (2017-current)*
The tongue-in-cheek title applies to all fifteen or so of us, co-owners of a creative collective agency that works on fun projects together, and as individual freelancers for web-based interactive projects.

Mapzen – *Senior UI Engineer (2015-2017)*
I led the development of Mapzen's scene editor tool for Tangram, a map rendering engine. In addition, I supported the front-end engineering team in UI design and development for the website, documentation, interactive demos, and our open source tools and libraries.

TransitScreen – *Front End Developer and Designer (2015, contractor)*
When TransitScreen, a visual display for transit information, was still a small startup of contract employees, I designed and implemented UI components for the first iteration of their product.

Socrata – *Senior Front End Developer (2014)*
As a member of the client services team, we built and implemented many white-label sites for cities. In particular, I rebuilt San Francisco's open data portal and developed interactive data visualizations with the World Bank.

Engagement Game Lab – *Full-Stack Developer (2014, contractor)*
I was contracted to lead development, design, user testing, and project management for the second phase of Civic Seed, a web-based multiplayer civic engagement educational game.

General Assembly – *Teaching Assistant (2013, contractor)*
During the Code for America fellowship, I augmented my income by helping students learn front-end web development.

Code for America – *Fellow (2013)*
Our fellowship team designed, developed, and user-tested web-based prototype projects for the City of Las Vegas. I also pitched and started Streetmix here with other talented fellows. *(See above.)*

Additional experience

My prior work history in architecture and city planning deserves a mention for its foundational role in my career because it shaped how I build technology today. I've designed coffee shops and custom homes for **Crome Architecture**, worked on signage guidelines for cities at **Brown & Keener Urban Design** (now RBA Group), and contributed to long-term neighborhood vision plans and senior housing developments with **Van Meter Williams Pollack**. I'm always happy to talk about this part of my work history.

Skills

Web development
JavaScript, HTML5, CSS
Node.js
React
Vue.js
Express
Leaflet
"i18n" (internationalization)

Software
Adobe Creative Suite
Affinity
LibreOffice
VSCode
OpenStreetMap
ArcGIS

Generalist focus areas
Product management
Open source communities
Graphic design and typography
Urban design and city planning

Professional affiliations

Mozilla Festival Wrangler (2021)
Urban Sustainability Meetup Co-organizer (2017)
Next City Vanguard (2013)

Education

University of Pennsylvania School of Design
Master of City Planning (2010)
Concentration in Urban Design

University of California, Berkeley
Bachelor of Arts in Architecture (2004)
Minor in Social and Cultural Factors in Environmental Design

Contact information

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