Yucheng Huang

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EDUCATION

University of California, San Diego

Junior, Computer Engineering (EC26)   **Sep 2019 - Jun 2023(expected)**
- GPA: overall-3.95/4   major-4/4
- University Provost Honors (2019, 2020,2021,2022)

PROFESSIONAL EXPERIENCE

UCSD Wireless Communication, Sensing and Networking Group   **Mar/2022 - present**
Research Intern   **La Jolla, California, US**
- Working in Professor Dinesh Bharadia's lab on autonomous vehicle radar sensor perception and multi-sensor fusion research. Developed software to improve object detection.
- Working on multi-sensor integration in ROS. Working on lidar auto-labeling to generate ground truth data for radar perception algorithm training.

UCSD Computer Science and Engineering Department   **Mar/2022 - Jun/2022**
Tutor   **La Jolla, California, US**
- Tutored CSE 140 Components and Design Techniques for Digital Systems for professor C.K. Cheng.
- Working in the instructor team to grade the homework and exams. Holding office hours for students.

Momenta   **Mar/2021 – Aug/2021**
Research & Development Intern (C++)   **Suzhou, Jiangsu, China**
- Worked in Momenta Self-driving System (MSD System) group. Used mainly ROS, C++, and Python to develop underlying system programs for L4 self-driving systems including system monitoring frameworks. Improved the efficiency of self-driving systems.
- Developed point-cloud analyzing programs and evaluated several prototype Lidar for autonomous vehicles.
- Developed data collection and status monitoring programs for self-driving cars. Visualized the collected data for analysis. Helped the team to diagnose potential problems and bugs in the system.
- Worked for several mass-product L4 self-driving vehicle projects. Directly worked with customer companies' engineers and improved product self-driving systems according to the test feedback and customers' requirements.

PROJECT EXPERIENCE

Gamma Group: NeuroVR   **Jun/2022 -Present**
- Developing model output to game communication pipeline software for brain-computer interfacing VR.
- Using Python, C#, Unity, and ML models to enable users to control games by their brain signals.

Android Application: Forge Career   **Jun/2022 -Present**
- Developed an Android application that enables users to manage their job applications in 15 days (on my own). The application can synchronize applications to Firebase real-time database for further references.
- Published the application on Google Play Store. Continue to work on application updates.

Triton Software Engineering: Y STEM & Chess Mobile Application   **Dec/2021 -Jun/2022**
- Worked in the team as a frontend developer and used React-Native to develop a multiplayer chess application to empower underserved and at-risk children by pairing them with mentors and providing them with guidance.

Android Application: Bird of a Feather   **Jan/2022 - Mar/2022**
- Worked in a team of six as a developer and built a working Android application that can let students find nearby classmates who previously took the same course as the user. Worked on two product iterations and improved the application according to custom's changing demands and feedback.

SKILLS
- Python, Java, C/C++, MATLAB, Android development. Javascript, HTML, CSS, React.
- Machine Learning, Deep Learning, Data Mining, Recommender System, Computer Vision, Nature Language Processing.
- Linux, Shell, Git, DevOps and Pipeline, Docker, Agile Software Process, Project Management. Firebase.
- ROS, Point Cloud, Lidar, mm-Wave Radar, sensor fusion.
- Data structure and algorithm design & analysis.