# Yucheng Huang

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## EDUCATION

### University of California, San Diego

**Junior, Computer Engineering (EC26)** **September 2019 - June 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 March/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 **softwares** to improve object detection.
- Currently 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 March/2022 - June/2022

**Tutor** **La Jolla, California, US**

- Tutoring 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 March/2021 – August/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

**Android Application: Forge Career** **June/2022 -July/2022**

- 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**.

**Triton Software Engineering: Y STEM & Chess Mobile Application** **December/2021 -June/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** **January/2022 - March/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 application 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.
- Circuit design and analysis. Analog circuit simulation. Digital system design and analysis.
- ROS, Point Cloud, Lidar, mm-Wave Radar.
- Data structure and algorithm design & analysis.
- Mandarin Chinese (native), English (full professional proficiency), Japanese (limited working proficiency).