Yucheng Huang

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SUMMARY

I am currently a third-year Computer Engineering student actively looking for software engineering positions (both intern and full-time). I have programming and project experience in the industries. I can take advantage of my professional skills and knowledge to solve problems and complete projects.

EDUCATION

University of California, San Diego

Junior, Computer Engineering (EC26)   **September 2019 - June 2023(expected)**

- Current GPA 3.945/4
- 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 with Professor Dinesh Bharadia on mm-wave radar perception for autonomous vehicles. Developing radar driver software to integrate multiple sensors into one ROS platform.
- Working on simulation data augmentation with physical effects to test and improve the robustness of radar censoring.

UCSD Computer Science and Engineering Department   **March/2022 - present**

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 programs that collect test data from 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

Triton Software Engineering: Y STEM & Chess Mobile Application   **December/2021 -present**

- Working in the team as a frontend developer 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 programming, Android application development. Javascript, HTML, CSS, React.
- Machine Learning, Deep Learning, Data Mining, Recommender System, Computer Vision, Nature Language Processing.
- Linux operating system, Shell, Git, DevOps and Pipeline, Docker, Agile Software Process.
- Circuit design and analysis. Analog circuit simulation. Digital system design and analysis.
- ROS, Lidar, mm-Wave Radar.
- Data structure and algorithm design & analysis.
- Mandarin Chinese (native), English (full professional proficiency), Japanese (limited working proficiency）.