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Chenyu HUANG

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Objective

Expected to graduate in December 2017, seeking for a full time software development role.

Education

University of California, San Diego (UCSD), La Jolla, CA Department of Computer Science and Engineering (CSE)

Sep. 2016 - Dec. 2017 (Expected)

Master of Science in Computer Science

Major GPA: 3.72/4.0

Nanyang Technological University (NTU), Singapore, Republic of Singapore

Aug. 2012 - Jun. 2016

Bachelor of Engineering in Electrical & Electronic Engineering

Major GPA: 4.62/5.0, 1st Class Honors

Computer Skills

Java (OOP), Javascript, HTML, CSS (Web server and front-end development), C (System-level programming), Matlab (Scientific computing), PHP, Python (Data science computation), SQL (Database query language), La-TeX (Scientific documentation), Git (Version control, collaboration), Bash (Unix command interpreter)
Platforms & Frameworks: Android Studio, React.js, Node.js, Express, Bootstrap, jQuery, D3.js

Work Experience Software Engineering Intern, Mitek System, Inc, San Diego, CA

Jun. 2017 - Sep. 2017

- Worked in an Agile and Test Driven environment developing Android SDKs in Java
- Developed and shipped MobileDocs SDK for high resolution document capture for **Android** devices
- Optimized existing MiSnap SDK reducing the SDK size by over 30% via dynamic asset generation
 Automated Unit Test using JUnit and Roboelectric, continuous build and integration with Jenkins

Research Assistant, SeeLab UCSD, San Diego, CA

Jun. 2017 - Present

- Worked with PhD candidates developing high performance, low power classifiers
- Implemented high performance Hierarchical Hyper Vector based voice classifier
- Achieved the same accuracy as conventional Neural Network, but with over 50% saving in energy

Software Engineering Intern, Rolls-Royce Corporation, Republic of Singapore Jan. 2015 - May. 2015

- Developed data driven web applications using **D3.js** to visualize engine service data
- Developed in Python to predict engine failure types using Bags of words model
- Responsive web development using Bootstrap, jQuery

Academic Projects

Column-based Scalable Database

May - Jun 2017

UCSD class projects for Storage System

- Designed and implemented an NoSQL column-based database system in Java
- Implemented the database with Memtable to store recent data and SSTable to store long-tail data
- Implemented a Bloom Filter to efficiently determine membership status of any data entry

Branch Predictor May. 2017

UCSD class projects for Computer Architecture

- Implemented the **gshare** and **tournment** branch predictors in C++
- Designed a custom predictor in C++ by combining gshare and a 2-level local predictor
- Custom predictor achieves 97% of accuracy on given test data, a 7% improvements over gshare

Web Mining and Recommender Systems

Jan. 2017 - Mar. 2017

UCSD class projects for Web Mining and Recommender Systems

- Applied the techniques of Regression, Classification to build a rating predictor system in Python
- Implemented a Latent Factor Model in Python to predict user ratings of their Amazon purchases
- Trained the system using 200,000 entries of anonymous review data from Amazon
- Achieved an mean square error of 12.6 for rating prediction on a scale of 100

Personal Projects

Android Development

Jul. 2017

Dark World Game for Android

- Developed a puzzle game based on the Model-View-Presenter development paradigm
- Allowed player to configure the puzzle map configurations through slider bars
- Randomly generates puzzle maps based on player's configuration
- Implemented fully gesture based game controls

GRE Vocabulary Builder for Android

- Developed an Android app to help students prepare for GRE verbal tests
- Automatically generates multiple choice questions to test student's vocabulary
- Connects to Android's text-to-speech API to provide pronunciations for all words
- Connects to **SQLite** database to store user performance metric and support predictive search
- Connects to **Restful API** to provide word definition for words not in local database

Robotics Controller for Android

- Developed an **Android** app to remotely control a robot via **Bluetooth**
- Utilized internet protocol to wirelessly stream live video (30fps) from the robot's camera