Chunan Huang

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EDUCATION

University of California, San Diego Bachelor of Science in Computer Engineering 2016-2020
GPA: 3.86/4.00 Department Honors with Highest Distinction
Carnegie Mellon University Masters of Entertainment Technology 2020-2022
expected graduation time: May 2022

SKILLS

Assembly, Bash Script, C, C++, C#, HTML, Java, Java Script, Python, SQL, XML
AWS, Android Studio, Firebase, Git, Node.js, OpenCL, OpenGL, PyTorch, Travis CI, Unity

WORK EXPERIENCE

Undergraduate Tutor UCSD Computer Science & Engineering Department (Sep. 2018 - Jun. 2019)
- Tutored 400+ students during my office hours to help with their labs and programming assignments.
- Used Python to create tester files that were used to grade the students' programming assignments.
- Led review section before exam and explained the confusing materials of the course.

Software Engineer Summer Intern Join-Cheer Software Co Ltd (Jun. 2018 - Sep. 2018)
- Worked for a project that implemented a database-driven system for our customer, China General Nuclear Power Group (CGN), using SAP HANA.
- Created SQL that were embedded into the system to load data from the HANA database and combine/manage these data according to the customer's needs to generate a financial statement.
- Helped organize user testing and fix the corresponding problems.

PROJECTS

Startup (Mar. 2019 – Present)
- Cofounded a startup that is based on our mobile App, Unilink Share.
- Created AWS Lambda functions to handle the backend logic and algorithms of the App.

Honors Thesis Research (Jan. 2020 – Mar. 2020)
- Conducted a research about accelerating Ray Tracing with AI techniques.
- Used C++ with OpenCL to build from scratch a Ray Tracer with basic acceleration structures.
- Used AI techniques like Reinforcement Learning and Deep Learning to accelerate the Ray Tracing process.

VR Billiard Game (Mar. 2019 – Jun. 2019)
- Used C++ with OpenGL to build from scratch a VR Billiard multiplayer game in a team of 2.
- Implemented the realistic collision in this billiard game without using any physics engine.

Website for NLP Tasks (Mar. 2019 – Jun. 2019)
- Used Python and the Django framework to build a website doing two NLP classifier: a sentiment classifier of reviews in restaurants; a toxicity classifier of online comments.
- Used HTML, CSS, JavaScript for the frontend of the website.

Recommender System (Sep. 2018 – Dec. 2018)
- Used Python to build a recommender system using the purchase history data from Amazon.
- Joined a Kaggle competition about this recommender and got rank 7 out of 816 participants.

Android Mobile App (Mar. 2018 – Jun. 2018)
- Developed an Android App in a team of 10 with XML and Java using Android Studio.