

# Chunan Huang

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## EDUCATION

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

## SKILLS

Assembly, Bash Script, C, C++, C#, HTML, Java, JavaScript, 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**      Beijing 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)
- Launched a startup that is based on our mobile App called Unilink Share.
  - Created AWS Lambda functions to handle the backend logic and algorithms of the App.
- Honors Thesis Research**      (Jan. 2020 – Mar. 2020)
- Conduct research about accelerating Ray Tracing with AI techniques.
  - Used C++ with OpenCL to build from scratch a Ray Tracer with basic acceleration structures.
  - Use 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.