Curriculum Vitae of Maodian Huang

Contact Information

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Academic Interests

Algorithms
Programming Languages
Computer Graphics
Robotics
Quantum Computing
Machine Learning

Education

2021.09 ~ present   *Bachelor of Engineering in Computer Science*
                       The University of Hong Kong(HKU)

Positions

2023   Summer   *Intern programmer at the HKU Speech, Language & Reading Laboratory(SLRLab)*

2023   Spring   *Student Teaching Assistant of course* COMP2113B – Programming Technologies *in HKU*

2021 ~ present   *member of Provinci, the HKU ICPC Competition Team*

2022 ~ present   *member of HKU Astar, a student group focused on learning and developing fully and semi-automatic, sensory driven robots*

2023 ~ present   *member of HKU AI4Good, a student group in HKU dedicated to contributing to the safety, alignment, and governance issues of AI for the better good of humanity*

Award & Selected Honors

2023   3rd place honor
          The 2023 Association for Computer Machinery Hong Kong Chapter(ACM-HK) Programming Contest

2023   Student Achievement Awardee for External Competitions
          HKU Centre of Development and Resources for Students(CEDARS) 26th Recognition Ceremony

2023   Bronze Medal

The 2022 International Collegiate Programming Contest(ICPC) Asia East Continent Final

2023   Silver Medal

The 2022 ICPC Hong Kong Regional, China

2022   Silver Medal

The 2022 ICPC Jinan Regional, China

2022   Student Achievement Awardee for External Competitions

HKU CEDARS 25th Recognition Ceremony

2021   Gold Medal

The 2021 ICPC Shanghai Regional, China

2019   First Prize

China Computer Federation's Certified Software Professional - Senior(CSP - S), Zhejiang Province

2018   Second Prize

China Computer Federation's National Olympiad In Informatics(NOIP), Zhejiang Province

Skills

- **Languages:** English, Mandarin(Native)
- **Programming Languages:** Proficient in C, C++, Python, Java, C#. Currently Learning Haskell, Lisp, R, SQL
- **Development Tools/Frameworks:** Proficient in Robot Operating System(ROS), Unity, Emacs, Django. Currently Learning: Godot, mySQL, Rstudio

Projects

- Front and Back-end Programmer of Festival Game, a Unity-based game aimed for children to support future research from SLRLab, HKU
- Developer of the Radar Station in Robomaster University Championship 2023 for HKU team HerKules.
- Decision Tree design for the Sentry Robot in Robomaster University League 2023 for HKU team HerKules.
- Coding and concept design for a game project for course COMP3329: Glitter, a roguelike RPG inspired by Vampire Survivors and Dark Souls. Features fully handcrafted map, real-time maneuver and combat, and fleshed out character progression.

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