

Michael Hu

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Education

HARVARD UNIVERSITY

Cambridge, MA

Candidate for AB/SM in Computer Science. Economics Minor. GPA: 3.86/4.0

May 2025

Relevant Coursework: Algorithms and Data Structures, Computer Graphics, Distributed Systems, Data Analysis, Machine Learning, Computing at Scale, Inverse RL, Linear Algebra, Discrete Mathematics, Statistics.

Organizations: Harvard Computer Society, [FOP](#) Leader, [Harvard Crimson](#), [Datamatch](#), [Out in Tech](#), [O4U Digital](#)

STUYVESANT HIGH SCHOOL

New York, NY

SAT: 1600. GPA: 4.0/4.0.

June 2021

Skills

My Projects & Portfolio: <https://guesshuam.github.io/portfolio/>

Programming Languages & Technologies: Python, C/C++, PHP, SQL, JavaScript, Redis, OpenGL, Unity, TensorFlow, Flask, Docker, Kubernetes, OpenAI, HTML/CSS, Node.js, Unity.

Languages: Fluent Mandarin Chinese, intermediate Spanish, and basic French.

Relevant Experience

JOYFUL BELLY

Asheville, NC

Software Engineer

May 2023 – August 2023

- Collaborate with the clinic's director to architect and deploy a robust web application utilizing PHP and MySQL, enhancing operational efficiency for the clinic and over 100 students.
- Spearhead the refactoring of legacy codebase and engineered features such as photo upload and symptom examination pipelines, remedy categorization, and automated email communication to clients.
- Leverage TensorFlow and applied machine learning techniques on the backend, harnessing the clinic's extensive data to deliver personalized herb and treatment recommendations.

WAYSSCRIPT

Brooklyn, NY

Backend Engineering Intern

May 2022 – August 2022

- Implemented file and folder download feature on a Flask app which simulates development environments.
- Enhanced security by adding encryption to Redis caches and improved runtime efficiency through automation of email notifications using Celery workers and optimization of Docker container deployment on Kubernetes.

HARVARD GRADUATE SCHOOL OF EDUCATION

Cambridge, MA

Research Assistant

January 2023 – May 2023

- Improved the data collection platform, cleaning and standardizing the Pose and OpenFace data to allow for meaningful analysis of the participants movement within a fabrication lab.
- Implemented clustering analysis methodologies and developing algorithms to generate the lines of sight of each participant within the makerspace to analyze social interactions.

Leadership

HARVARD JOHN PAULSON SCHOOL OF ENGINEERING & APPLIED SCIENCES

Cambridge, MA

Teaching Fellow

August 2022 – Present

- Instructed 20+ students in weekly labs, provided critical feedback on student work, and held office hours and tutorials on introductory to intermediate-level computer science materials including C, Python, web programming, and image processing. Led a seminar on AI-generated art.

HARVARD UNIVERSITY GAME DEVELOPERS

Cambridge, MA

Game Developer

August 2022 – Present

- Develop a personal 2D top-down action-adventure game and direct the development of a group rogue RPG project using C# and Unity. Create art assets using Tiled, Procreate, and custom-made scripts.