

Michael Hu

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Education

HARVARD UNIVERSITY

AB/SM in Computer Science. GPA: 3.86/4.0

Relevant Coursework: Algorithms and Data Structures, Computer Graphics, Discrete Mathematics, Distributed Systems, Data Analysis, Linear Algebra, Statistic, Machine Learning.

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

Cambridge, MA

September 2021 – May 2025

STUYVESANT HIGH SCHOOL

SAT I: M:800 V:800. GPA: 4.0/4.0

New York, NY

August 2017 – June 2021

Skills

My Projects & Portfolio: <https://guesshuiam.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

Software Engineer

Asheville, NC

May 2023– Present

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 more than 100 students. Spearheaded the refactoring of legacy codebase and engineered features such as photo upload and symptom examination pipelines, remedy categorization, and automated email communication to clients. Leveraged TensorFlow and applied machine learning techniques on the backend, harnessing the clinic's extensive data to deliver personalized herb and treatment recommendations.

WAYSRIPT

Backend Engineering Intern

Brooklyn, NY

May 2022 – August 2022

Implemented file and folder download feature on a Flask application to streamline the setup of standardized development environments. Enhanced security by adding encryption to Redis caches. Improved runtime efficiency through automation of email notifications using Render's Celery workers and optimization of Docker container deployment on Kubernetes.

HARVARD GRADUATE SCHOOL OF EDUCATION

Research Assistant

Cambridge, MA

January 2023 – May 2023

Improve the data collection platform, cleaning and standardizing the Pose and OpenFace data to allow for meaningful analysis, generating video data visualizations of the participants movement within the fabrication lab over a period, implementing 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

Teaching Fellow

Cambridge, MA

August 2022 – Present

Assisted with the instruction of 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 (HTML, CSS, JavaScript, SQL), and image processing. Led a two-hour seminar on AI-generated art.

HARVARD UNIVERSITY GAME DEVELOPERS

Game Developer

Cambridge, MA

August 2022 – Present

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