Michael Hu

Email: michaelhu@college.harvard.edu Phone: (646) 881-7197

Education

HARVARD UNIVERSITY

Cambridge, MA

AB in Computer Science, Secondary in Economics, GPA: 3.87/4.0

September 2021 – May 2025

Relevant Coursework: Algorithms and Data Structures, Computer Graphics, Discrete Mathematics, Abstraction and Design in Computer Science, Big Data for Social Good, Linear Algebra, Statistics and Probability, Economics.

STUYVESANT HIGH SCHOOL

New York, NY

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

August 2017 – June 2021

Awards: Presidential Scholar. AP Scholar with Distinction. National Spanish Exam Gold Medalist.

Relevant Coursework: AP Computer Science, Introduction to Computer Graphics, Systems Programming.

Skills

GitHub: https://github.com/GuessHuIAm

Programming Languages and Technologies: Python, C#, C++, C, R, SQL, JS, OpenGL, AWS, Unity/Unity Reality.

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

Relevant Experience

WAYSCRIPT Brooklyn, NY

Backend Engineering Intern

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 JOHN PAULSON SCHOOL OF ENGINEERING & APPLIED SCIENCES

Cambridge, MA

CS50 & CS50 JD Teaching Fellow

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, SOL), and image processing. Led a seminar on AI-generated art.

HARVARD GAME DEVS & HARVARD AR/VR DEVS

Cambridge, MA

Game Developer

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 and Procreate. Collaborate with a team on the creation of an AR-based art project.

DATAMATCH Cambridge, MA

Algorithms Developer

November 2021 – February 2022

Employed OpenAI API and Firebase to revamp the algorithms used in Harvard's <u>Datamatch</u> web application (matchmaking service used by over 50,000 college students at over 30 schools) for the February 2022 launch.

Leadership

THE HARVARD CRIMSON

Cambridge, MA

Illustration Executive

January 2022 – Present

Illustrate and edit <u>graphics</u> for the magazine's weekly issues and coordinate pitches between the writers and designers. Layout and design the Crimson's monthly 20-page magazine.

HARVARD FIRST-YEAR OUTDOORS PROGRAM

Cambridge, MA

Student Leader

May 2022 – Present

Lead a week-long service trip in the outdoors for first-year Harvard freshmen before the start of the school year and offer support to students during their first year. Received wilderness and first-aid training as well as CPR certification.