Alexander Huang

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Objective
Full-time or Co-op in the field of computer science [or programming, etc], available starting at May 15, 2019.

Education
Bachelor degree in Computer Science, Expected 2020(finish all my classes, but need co-op credit to graduate. Full-time job can be used as co-op credit), at Rochester Institute of Technology, Rochester New York.

Projects/Labs
- Create android games with unity and publish it on Google Play.
  - Two arcade game to get high score.
  - One puzzle game with 25 puzzles.
- Create a hospital website by using Django, and Bootstrap.
  - Back-end: Authentication, authorization, log system, and updating data.
  - Front-end: Bootstrap, html, css.
- Develop command prompt in arm assembly to do a certain type of task.
- Apply different data mining algorithm to form clustering and classification on the New York state car collision data.
- Create a peer-to-peer network.

Work Experiences
- Internship in a program call Taiwan Tech Trek with a AI software developing company in Taiwan called Intumit, during summer of 2017.
  - Pull informations online in real time, and make it into Json format.
  - Organize csv and xls file for data use to train and test machine learning software.
  - Get and store image from an http address with mjpeg image display on the screen from an actual camera.
  - Test the precision of the machine learning program after running through deep learning.
  - Use html, and css to create a demo web page for company's new product.

Relevant Courses
Algorithm and Analysis	Data Management
Software Design	Programming Language concepts
Data Mining	Intelligent System
Cryptography	Computer Vision
Data Communication	

Skills
Languages: C#, Python, C, C++, Java, JavaScript, HTML, arms assembly, mips assembly, and VHDL
eSoftware: Unity, Clip Studio, Photoshop, Altera Quartus, ModelSim, and CAD
Database: MySQL, MongoDB, and Neo4j
Framework: .net Core, Django, Node.js, Bootstrap
Foreign Languages: Fluent in Mandarin Chinese
Hardware: Oscilloscope, Digital Multimeter, Waveform Generator

Personal Skill
- Problem solver.
- Detail oriented.
- Fast learner
- Creative.
- Some drawing skill.

Unity Game