

# Kevin Huang

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## EDUCATION

### Harvard University

Concurrent Bachelor of Arts and Master of Science in Computer Science

Cambridge, MA | Aug. 2019 – Jun. 2024

GPA: 3.96

## EXPERIENCE

### Roblox | Machine Learning Software Engineer Intern

San Mateo, CA | May 2023 – Present

- Spearheaded research on few-shot, deep learning ML models using multi-head attention for multi-label classification of Roblox experiences to supplement ranking models for game search, yielding 15% improvement over previous iterations.
- Designing and implementing pipelines in **PyTorch** with a **C#** backend to convert research prototypes into scalable services.

### Meta | Software Engineer Intern

Menlo Park, CA | May 2022 – Aug. 2022

- Investigated, scoped out, and implemented design considerations for core user privacy APIs with a projected savings of **\$200M+ annually** by optimizing the computation, storage, and validation of critical user-privacy data configurations.
- Drove **Hack/PHP code optimizations** for core user privacy logic while guaranteeing application logic alignment with user-privacy policies and validating improvements using internal, data analysis tools, saving **\$250k+ annually**.
- Reduced loading times for team dashboards (minutes to seconds) by implementing **Python, Dataswarm pipelines** for efficiently precomputing data and optimizing **Presto/SQL** queries, enabling engineers to scope out ML modeling features.

### Gem | Software Engineer Intern

San Francisco, CA | May 2021 – Aug. 2021

- Drove development of the first **ML/AI** feature on the flagship product, creating the feature engineering, training, and tuning infrastructure, resulting in a **text classification model** with **90%+ accuracy** to automate labeling for recruiting emails.
- Implemented customer-facing dashboards with configuration modals and Okta integration using **React, GraphQL, Python**, and **SQL** to enable self-serve, team SSO configuration, decreasing onboarding time for new customers by over 80%.

### Shuttrfly | Software Engineer Contractor

Shakopee, MN | May 202 – May 2021

- Transitioned manual, legacy logic to new, highly-available systems, built on **AWS Lambdas** and **Camunda BPMNs**.
- Created web-apps on **Angular** with **Python/Java** services for the production platform to support production workers.

### Lifetouch | Software Engineer Intern

Eden Prairie, MN | Jun. 2019 – Aug. 2019

- Developed web-apps using **Angular** with **Spring Boot RESTful APIs** for efficient order ingestion and product creation.
- Designed load testing mechanisms using **Scala** and **Gatling Stress Test Tool** to adjust software development priorities.

## ACTIVITIES

### CHIP Lab (Boston Children's Hospital) | NLP Researcher

Sep. 2022 – May 2023

- Investigated bias-variance decomposition in **LLMs** and generalizability of models chosen using decomposition criterion.
- Implemented a two-stage, model fine-tuning process and bagging-based ensemble method for **BERT** based LLMs using **PyTorch** resulting in improved accuracy on SOTA and RTE tasks from the Superglue benchmark dataset.

### CS 96: ML For Social Impact (Harvard) | Head Teaching Fellow

Jan. 2023 - May 2023

- Created coursework on Google Colab teaching ML for social impact applications using **scikit-learn** and **TensorFlow**.
- Sourced social impact partnership and speaker opportunities across mental health, social policy, and research applications.

### Datamatch (Harvard) | Algorithm Team Member

Sep. 2019 – May 2022.

- Developed ML model utilizing **SentenceBert** transformers built on **NLTK** to extract text embeddings for text similarity.

### Harvard Open Data Project | President

Sep. 2019 – May 2023

- Led the team that migrated the club to a native site **hodp.org** using **React** and **Gatsby.js** for hosting interactive content.
- Implemented club-wide data-viz standards by developing in-house packages and wrappers for **R**, **Python**, and **React**.

## PROJECTS

### LiveComposition

Flask, Python, PyTorch, MySQL

- Built a web app that automatically transcribes musical melody from audio (both live and prerecorded) onto sheet music using and integrating the **Melodia extraction ML algorithm** with support for storing, editing, and sharing pieces.

## TECHNICAL SKILLS

**Languages:** Python, Java, C#, C++, SQL, Lua, Hack/PHP, JavaScript/TypeScript, HTML/CSS

**Technology:** PyTorch, Tensorflow, scikit-learn, React, Angular, Git, AWS, GCP, L<sup>A</sup>T<sub>E</sub>X, Spring Boot, Flask