

Kevin Huang

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ACADEMIC BACKGROUND

PhD Electrical Engineering September 2022 - Present
University of Southern California, Los Angeles, CA

M.S. Computer Science Sept 2020 - June 2021
University of California San Diego, La Jolla, CA
• BS/MS with emphasis on artificial intelligence.

B.S. Computer Science Sept 2016 - June 2020
University of California San Diego, La Jolla, CA
• Minors: Mathematics, Music Computing & Arts

EMPLOYMENT HISTORY

Research Assistant August 2023 – Present
University of Southern California, Los Angeles, CA
• RA in the Signal Analysis and Interpretation Laboratory at USC.
• Primarily working on research studying speech production in the interdisciplinary SPAN research group. Also involved in multiple projects developing speech analysis pipelines.

Teaching Assistant Sept 2020 – March 2021
University of California San Diego, La Jolla, CA
• TA under the computer science department at UCSD for two quarters
• Responsibilities include preparing for discussion sections, holding office hours, and grading

Tutor April 2018 – March 2020
University of California San Diego, La Jolla, CA
• Tutor under the computer science department at UCSD for seven quarters and two summer sessions
• Responsibilities include holding lab/office hours, grading homeworks and tests, and helping communicate course content to students

Intern June 2018 - September 2018
Webroot Cybersecurity, San Diego, CA
• Summer internship working with a small team of 4 peers to revamp a DNSP agent distribution portal from scratch
• Used an Angular front-end with a Node.js back-end connected to a MySQL database

Student Worker Summer 2017
San Joaquin County Office of Education, Stockton, CA
• Helped teach Lego robotics summer camps
• Volunteered throughout the five prior years, which in addition to helping teach after-school and summer classes, helped perform various maintenance tasks around the robotics lab

TEACHING EXPERIENCE

TA - UCSD

- Fall 2020: CSE 167 - Computer Graphics
- Winter 2021: CSE 169 - Computer Animation

Tutor - UCSD

- Spring 2018: CSE 140L - Digital Systems Lab
- Fall 2018: CSE 20 - Discrete Math
- Fall 2018: CSE 167 - Computer Graphics
- Winter 2019: CSE 140(L) - Digital Systems
- Spring 2019: CSE 140L - Digital Systems Lab
- Summer 2019 I & II: CSE 140 - Digital Systems
- Fall 2019: CSE 167 - Computer Graphics
- Winter 2020: CSE 167 - Computer Graphics

PAPERS

Publications

- Dubnov, S. , Chen, K. & **Huang, K.** “Deep Music Information Dynamics”, Journal of Creative Music Systems, 2022
- Xu, A. , **Huang K.** , Feng T. , Tager-Flusberg, H. & Narayanan, S. “Audio-visual child-adult speaker classification in dyadic interactions”, In review for ICASSP 2024

Course Related

- “Towards Cross-Cultural Analysis using Music Information Dynamics,” for CSE 298 - Independent Study, 2021
- “Sparsity in Nonnegative Matrix Factorization,” for CSE 205 - Convex Optimization Algorithms, 2021.
- “Mel2Mel: A C-GAN architecture to improve the quality of parametric singing voice synthesis,” for MUS 206 - Experimental Studies Seminar, 2020.
- “Evaluating Frequency-Based Fake Object Detection Models in Practice” for CSE 253 - Neural Networks/Pattern Recognition, 2020.

SKILLS

- Programming Languages: Python, C++, Javascript, C#, C, Java, Rust
- Libraries: PyTorch, OpenGL, Tensorflow
- Software: Unity, Blender, Pure Data, Ableton