

# KEVIN HUANG

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## EDUCATION

### M.S. Computer Science

#### University of California San Diego

📅 Sept 2020 - June 2021

- MS/BS with emphasis on Machine Learning
- Coursework: VLSI CAD, Parallel Computation, NLP, Learning Algorithms, Neural Networks, Complexity Theory, Convex Optimizations, Cryptography, Logic

### B.S. Computer Science

#### University of California San Diego

📅 Sept 2016 - June 2020

- Double minor in Mathematics and Music Computing & Arts
- Total GPA: 3.918    Major GPA: 4.0
- Major Coursework: Data Structures, Algorithms, Theory of Computability, Cryptography, Programming Languages, Digital Systems, Computer Architecture, Operating Systems, Software Systems, Probabilistic Reasoning, NLP, Image Processing, Computer Graphics, Computer Animation, Software Engineering

## EXPERIENCE

### Computer Science TA

#### University of California San Diego

📅 September 2020 - March 2021

- Teaching Assistant for Computer Graphics in Fall 2020, and Computer Animation in Winter 2021
- Responsibilities include preparing for discussion sections, holding office hours, and grading
- Position held in a remote environment

### Computer Science Tutor

#### University of California San Diego

📅 April 2018 - March 2020

- Worked as undergraduate tutor for the CSE department for 7 quarters and 2 summer sessions
- Responsibilities include holding lab/office hours, grading homeworks and tests, and helping communicate course content to students
- Topics tutored: Discrete Math, Digital Systems Lab, and Computer Graphics

### Intern

#### Webroot Cybersecurity

📅 June 2018 - September 2018    📍 San Diego, CA

- Summer internship working with a small team of 4 peers to re-vamp a DNSP agent distribution portal from scratch
- Used an Angular front-end with a Node.js back-end connected to a MySQL database

## INTERESTS

- Computer Music: Music Information Retrieval, Generative Models
- Computer Graphics: Real-time rendering, Virtual Reality, Procedural Modeling

## SOFTWARE SKILLS

*Ordered by decreasing familiarity*

- Languages: C++, Python, C#, C, Java, Javascript, Verilog, F#
- Technologies: Unity, Blender, OpenGL, Pure Data, MaxMSP, Angular, Ableton

## PROJECTS

### Cyber City

📅 Spring 2020

- 2v2 tower defense game, created in team of 6
- Written in C++ using The Forge (open-source rendering framework)

### Klatt Voice Synthesizer

📅 Winter 2020

- MIDI controllable source-filter voice synthesizer, with real-time queueable phonemes
- Built for STM32F4 microprocessor written in C, and prototyped with Pure Data

### Virtual Environments

📅 Fall 2019

- Collection of Virtual Reality environments
- Built with Unity SteamVR with support for Oculus and Windows MR using C# and Cg

### Spatial Visualization

📅 Spring 2018

- Virtual Reality collaborative research project, developing spatial reasoning trainer
- Written in C++ using in-house rendering framework

### Long-term Personal Projects

#### MusicFun

Python application using pyo, librosa, and OpenGL to interface and process Audio/MIDI data

#### Discord Bots

Collection of amusing chat bots written in various languages