

Shiyuan Huang

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Education

Cornell University

Bachelor of Arts in Computer Science
GPA: 4.22 / 4.3

Ithaca, NY
Expected May 2023

Related Courses: Data Structures and Functional Programming, Object-Oriented Design and Data Structures - Honors, Introduction to Backend Development, Linear Algebra, Multivariable Calculus

Experience

Cornell AppDev

Android Developer

February 2020-Present
Ithaca, NY

- Continue development of Pollo, an open-source mobile polling app that aims to replace the use of iClickers, as a member of a pod of developers, designers, and marketing and operations specialists - launched May 2020
- Built poll controls for Android, allowing poll creators to see real-time poll updates, end and delete polls, as well as share poll results
- Provided one-on-one support during virtual office hours as a teaching assistant for Intro to Android Development

All You Can Eat

Mobile Development Intern

June 2020-Present
Remote

- Develop a cross-platform mobile app in React Native to compare delivery fees and times between four major food delivery services as a member of a team of five - expected launch in September 2020

Projects

PhyloML

Data Structures and Functional Programming, Cornell University

March 2020-Present
Remote

- Build a phylogenetic tree library in OCaml that can parse phyloXML files and construct phylogenetic trees from DNA sequences as a member of a team of three
- Collaborate with team to develop a React front-end to interact with the library
- Calculate distances between given DNA sequences using the Needleman-Wunsch algorithm
- Construct phylogenetic trees showing genetic relations between given DNA sequences using the unweighted pair group method with arithmetic mean (UPGMA)

Critter World

Object-Oriented Design and Data Structures - Honors, Cornell University

October 2019-December 2019
Ithaca, NY

- Built a multi-threaded, distributed application with a partner which allows multiple clients to view and control a single Critter World simulation run on a server
- Implemented a parser and interpreter for the critter programming language, which is based on a context-free grammar with 16 productions
- Implemented a GUI to view the simulation in JavaFX
- Presented final project to a professor and two members of the course staff and received constructive feedback on how to further improve the project

Skills

Programming: Java, Kotlin, JavaScript (React Native, React), OCaml, Python, C++
Languages: Intermediate Spanish, Beginner Chinese