Shiyuan Huang

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Education

Cornell University Ithaca, NY
Bachelor of Arts in Computer Science Expected May 2023
GPA: 4.22 / 4.3

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

Technical Skills

Programming: Java, Kotlin, JavaScript (React Native, React, NodeJS), OCaml, Python, C++

Experience

Cornell AppDev February 2020-Present
Android Developer Ithaca, NY

- Develop Pollo, an open-source mobile polling app aiming to replace iClickers, as a member of a pod of developers, designers, and marketers - launched May 2020
- Built poll controls for the Android app, allowing poll creators to see real-time poll updates, end and delete polls, as well as share poll results
- Provide one-on-one support via virtual office hours as a teaching assistant for Intro to Android Development

All You Can Eat Inc. June 2020-Present
Software Engineering Intern Remote

- Develop a cross-platform mobile app in React Native and a backend in NodeJS as a member of a team of five, aimed at helping the people of Ithaca, NY get their food delivered cheaper and faster
- Retrieve and process data from four major food delivery services to compare delivery fees and times

Cornell University August 2020-Present
Undergraduate Course Staff - CS 2112 Ithaca, NY

- Provide assistance to the roughly 90 students taking Object-Oriented Design and Data Structures - Honors, a course taught in Java
- Facilitate labs in setting up and using integrated development environments, testing frameworks, and Git

Projects

PhyloML March 2020-August 2020
Data Structures and Functional Programming, Cornell University Remote

- Built 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
- Collaborated with team to develop a React front-end to interact with the library
- Calculated distances between given DNA sequences using the Needleman–Wunsch algorithm
- Constructed phylogenetic trees showing genetic relations between given DNA sequences using the unweighted pair group method with arithmetic mean (UPGMA)

Critter World October 2019-December 2019
Object-Oriented Design and Data Structures - Honors, Cornell University Ithaca, NY

- Built a multi-threaded, distributed Java application with a partner which allows multiple clients to view and control a single Critter World simulation run on a server, totaling approximately 10,000 lines of code
- Implemented a parser and interpreter for the critter programming language, which is based on a context-free grammar with 16 productions
- Implemented a graphical user interface to view the simulation in JavaFX