

HUAWEI SUN



<https://stevesyun.github.io/portfolio/>

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in hua-wei-sun-409247b2/

🐙 /SteveSyun

Seeking for a position in software development or data science that offer growth into technical leadership positions.

Skills

PROGRAMMING LANGUAGE.

Java (proficient)

C(proficient)

Python(proficient)

HTML(proficient)

JavaScript (familiar)

lisp (familiar)

C++ (familiar)

Perl (familiar)

PHP (familiar)

System language (familiar)

Git (proficient)

OPERATION SYSTEM AND SOFTWARES

Unity

Eclipse

JavaFX

Xcode

Visual Studio

Microsoft Office 365

Linux/Unix

Mac OS

Windows 7/XP/8/10

Scene- Builder

Spyder IDE

Maven

GENERAL SKILLS

Bilingual (English and Chinese)

INTERESTS/HOBBY

Solve algorithm questions

Do research in data science

Marketing

Sport

Learn Languages

Education

San Antonio College · Feb. 2016 to Dec. 2018

Computer Science

The University of Texas at San Antonio · 2018 to Dec. 2020

Computer Science(Graduated recently) 2020

Concentration in Data Science

Concentration in Software Engineering

Employment

Tata Consultancy Services

Software Engineer

Full-Time

San Antonio, Texas

Aug. 2021 to Current

Laboratory Experience:

UTSA Laboratory in computer science 2019 Aug - 2019 Dec

San Antonio, Texas

July 2019 to Dec. 2019

team - Dr. Wang, Liu tian yi

project:Data Center Design for Machine Learning Applications - game developing (My job is making game CPU)

Self-Gaining experience: Labelling Objects and training convolutional neural network (CNN). Collect Training Data for LSTM Networks(Recurrent Neural Networks)

Projects

Build Microsoft team bot - (Clickable)

Aug. 2020 to Dec. 2020

because the pandemic by covid-19, all of our fully classes

will be online. Using discord server for handling all students are not enough, so Microsoft teams will be the replacement for discord. soon student will be able to use Microsoft Team for meeting tutor and contact instructors, and TAs.

Self Portfolio Web (self-hosting) - (Clickable)

Aug. 2021 to Current

Hua Wei's resume Website

maze-seeker (Machine learning and Neural Network) - (Clickable) Aug. 2020 to Dec. 2020

In this program, we created a maze and represent it through a string in Python, and then place two autonomous agents, a hiding agent '1' and a seeking agent '0', into the maze by replacing a blank space for which they make up.

Dungeons & Dragons: Map-Generator Utility - (Clickable)

Aug. 2018 to Dec. 2018

This application randomly generates a map grid of hall segments, corridors, and rooms, to be used along with the table-top fantasy role-playing, Dungeons & Dragons. This utility can similarly be used with many of the plethora of grid-based storytelling games such as Pathfinder, or Vampire.

Awards

UTSA General scholarships

Jan. 2020

UTSA General scholarships Fund II

Aug. 2019

Activities

Team Member of Association of Computing Machinery(ACM)

2018 to Current

ACM Competitive programming

Adapted to solving problem by learning different problem-solving skills

Team Member of RowdyHack(UTSA)

2019 to Current

Developing Projects

Team Project competition

Project Competition Challenges with MLH