

Rung-Shiang (Vincent) Hung

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EDUCATION

Clemson University	Aug 2021 - May 2026
B.S. in Computer Science Minor in Cybersecurity GPA: 3.58/4.00 Dean's List (5 semesters)	
<ul style="list-style-type: none">Relevant Coursework: Software Development, Database Systems, Algorithms, Network Programming, Machine Learning, Cybersecurity, Artificial Intelligence, Cloud Computing	

WORK EXPERIENCE

Michelin Capstone Developer	Aug 2025 - Present
Michelin Clemson Project	
<ul style="list-style-type: none">Use AWS Transform to extract business logic from 5,000+ COBOL codes for mainframe micro-transition, reducing manual analysis effort and accelerating understanding of legacy systemsBuild RAG pipeline with Llama3 to modernize legacy code with missing dependencies into functional Java code, improving migration accuracy and efficiencyIncorporate AI with code documentation and frontend visualization to enhance system maintainability and reduce migration costs	
Zonal Architecture Testbed Research Assistant	
Clemson Creative Inquiry	Aug 2025 - Present
<ul style="list-style-type: none">Conduct graduate research developing Electronic Control Units (ECUs) systems to evaluate automotive zonal network architectures, enabling scalable and secure testing of in-vehicle communicationImplemented Material UI and Grafana to improve accessibility and streamline experiment setup for engineersDeveloped Python servers to implement SOME/IP service request protocols for test messaging in ECUs	

Information Technology Intern	May 2024 - Aug 2024
First Quality	
<ul style="list-style-type: none">Resolved critical software update failure, restoring system stability under time constraintsDesigned and deployed IT network solutions to solve 200+ equipment malfunction problemsCollaborated with network teams to successfully resolve over 400 infrastructure and maintenance tickets.Communicated proactively with stakeholders to identify their preferences and align solutions with their needs.	

PROJECTS

Multiplayer Boardgame Platform	Jul 2025 - Aug 2025
<ul style="list-style-type: none">Designed real-time game mechanics with WebSocket APIs using AWS Lambda and DynamoDBImplemented AI opponent logic and turn-based flow supporting both single and multiplayer modesStreamlined CI/CD pipeline with GitHub Actions for automated serverless deployments	
Collaborative Task Management Tool	
<ul style="list-style-type: none">Built a Trello-style web application using React, TypeScript, Firebase, and Tailwind CSSDesigned responsive UI with Tailwind CSS to enhance user experience and accessibilityConfigured Firebase Authentication for secure user login and live access control	May 2025 - Jun 2025
System Security Log Analyzer	
<ul style="list-style-type: none">Developed a real-time Linux log monitoring tool that parses Linux system logs to detect eventsIntegrated machine learning pipeline (Random Forest Classifier) to automatically classify severity levelsBuilt an Jupyter interactive dashboard to visualize trends, severity level, and anomalies creating system awareness	May 2024 - Aug 2024

TECHNOLOGIES AND LANGUAGES

- Programming Languages: Python, Java, JavaScript, TypeScript, HTML/CSS, C/C++, C#, SQL
- Frameworks & Libraries: React, Firebase, jQuery, NumPy, Bootstrap, Tailwind CSS, SCSS, Next.js
- Technologies & Others: Linux, Git, AWS services, Unity, Postman, Docker, Gatsby