Siyu Huang

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Education

University of Wisconsin – Madison | Madison, WI   Dec 2021
Bachelor of Science double major: Computer Science & Data Science   GPA 3.66/4.00
- Certificate: Game Design

Research Interest
- Data Visualization and Human-Computer Interaction

Relevant Coursework
- Computer Graphics, Data Visualization, Artificial Intelligence, Algorithms, Game Design, Digital Imaging Studio

Publications

Investigation on Data Visualization Accessibility in Video Games   2021
- Submitted to EuroVis 2022.
- This project discusses data visualizations in video games and their accessibility support to visual-impaired players. By surveying blind gamers, some problems are found, and we propose potential solutions.

Image data visualization using t-SNE for Urban Pavement Disease Recognition   2021
- Accepted by the 4th International Conference on Computing and Data Science (CONF-CDS 2022).
- From analyzing pavements images of a city and extracting features, this project visualizes several features using t-distributed stochastic neighbor embedding.

Employment

Data Science Institute at University of Wisconsin-Madison   2021 - present
- AI for Africa Project
- Lead the front-end work of a multi-purpose app featuring messaging, social media, machine translation and chatbot.

Recreation & Wellbeing at University of Wisconsin-Madison   2018 - 2019
- held 8 intramural soccer matches as the referee

Projects

Data Sonification Survey Website   2021
- This website lets people "hear" data by sonifying and it surveys people about their understanding which can be stored in the back end via Firebase.
- Developed the whole website solely, including front-end, back-end, and testing.

Pickled Beats   2021
- A 2D game developed by Unity where players create a garden that in turn generates unique music. Built with 6 other members in UWM Game Lab.
- Designing the User Interface and title screen of the game and coding the player controls.

Movie Chatbot   2021
- This website featuring a chatbot that talks like movie characters.
- Developed the website solely, and Universal Sentence Encoder is used to generate the appropriate response to user's input.

The Factory   2021
- A first-person puzzle-platform game based on the story of an artist; developed by Unity.

CareerHelp   2021
- Lead the front-end work of a mobile app that aims to provide help for job applicants.

Ice Cover Regression   2020
- Implemented a gradient descent algorithm to predict the number of ice days in Madison for a future year based on past records.

COVID -19 Growth Trend   2020
- Using hierarchical clustering to visualize the conditions that several regions dealing with COVID-19.

Platform Game "Climb Up"   2020
- A 2D video game made by JavaScript client-side library p5.

Skills

Programming language: JAVA, JavaScript (proficient), HTML, CSS, Python, and C#.
Other: Adobe Premiere, Final Cut Pro; Unity game engine
Languages: Chinese, English