Siyu Huang

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Education

University of Wisconsin – Madison | Madison, WI   May 2022
Bachelor of Science double major: Computer Science & Data Science   GPA 3.62/4.00
- Certificates: Game Design, Studio Arts

Relevant Coursework: Computer Graphics, Data Visualization, Artificial Intelligence, Algorithms, Machine Organization, Game Design, Digital Imaging Studio

Skills

Programming language: JAVA, JavaScript (proficient), Python, and C.
Other: Adobe Photoshop (proficient), Premiere, Final Cut Pro; Unity game engine; Comfortable using Windows, Mac, and Linux operating systems
Languages: Chinese, English

Projects

Ice Cover Regression
- 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
- Using hierarchical clustering to present the conditions that several regions dealing with COVID-19.

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

PuzzleScript Project
- Create an open space mini game by an open-source HTML5 game engine

Activities and Involvements

Participated in the Human-Computer Interaction research experiment   2020
Member of Madison eSports Club   2018 - Present
Co-Captain of UWM Chinese Soccer Club   2018 - Present
Captain of Soccer Team of the High School Affiliated to Beijing Normal University   2017 - 2018

Work Experiences

Soccer referee in Recreational Sports of UW Madison   October 2018 – April 2019
- Developed strong leadership from holding more than 10 matches
- Collaborated with other referees to make matches consistent