

Siyu Huang

1001 University Avenue, Madison, WI 53715 | 608-658-0143 | shuang353@wisc.edu

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

Badger Bytes Food Delivery 2021
• Lead the front-end work of a mobile responsive website where customers can place orders and restaurant staff can manage the system.

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 present 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

PuzzleScript Project 2019
• Create an open space mini game by an open-source HTML5 game engine

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