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

Time Zone Terminator   2021
- Design the first-person puzzle-platform game developed by Unity.

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

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 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.

PuzzleScript Project   2019
- An open space puzzle-solving game created 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