
CONTACT INFORMATION	210 N Charter Street Unit 503 Madison, WI 53715	608-770-7892 huang243@wisc.edu
INTERESTS	Part-time or intern opportunity in software development and testing.	
EDUCATION	University of Wisconsin, Madison B.S., Computer Science, <i>Expected:</i> May 2017 <ul style="list-style-type: none"> • Major GPA: <i>3.97</i> • Overall GPA: <i>3.91</i> 	August 2013 to May 2017
RESEARCH EXPERIENCE	Undergraduate Researcher Wisconsin Human-Computer Interaction Laboratory <ul style="list-style-type: none"> • Involved in developing a web program that provides routing instructions based on driving preferences for different driving scenarios using GoogleMap API • Developed a web application for OpenDS driving simulator to facilitate driver's awareness of the driving task • Developed an algorithm that integrates autonomous driving into manual driving in the driving simulator • Developed an algorithm that provides handoff between different driving modes in the driving simulator 	June 2015 to present
WORK EXPERIENCE	Software Development Engineer Intern Amazon.Inc <ul style="list-style-type: none"> • Designed and built backend web service APIs for storing and providing suggestions for package attributes under Spring Framework, and deployed new APIs in production pipeline • Implemented service client for Seller Central's backend • Used AngularJS and underscore.js to visualize new features in UI • Unit testings over various projects Assistant LIMS Developer Great Lakes Bioenergy Research Center <ul style="list-style-type: none"> • Assisted with implementing LIMS(Lab Information Management System) workflow according to system requirements and specifications • Made generic template scripts for the analysis of similar compounds • Reorganized the code for inventory logging and email management configuration to improve the scalability and extensibility of the system 	June 2016 to August 2016 Sept 2015 to May 2016
CLASS PROJECTS	XV6 Implementation <ul style="list-style-type: none"> • Implemented descending stack for memory usage • Added multi-threading system calls based on native system calls • Added checksum for XV6 file system Graphics Town <ul style="list-style-type: none"> • Used hierarchical modeling to build models • Utilized WebGL to realize different shading and texturing, and implemented multi-path shadowing algorithm to render shadows Database/ Machine Learning <ul style="list-style-type: none"> • Implemented B+ tree • Implemented and analyzed various ML algorithms such as decision trees, K nearest neighbors, neural networks and bayesian networks 	