

Yuxiang Huang

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Science in Information Systems

May 2027
QPA: 4.00/4.00

Selected Coursework: Principles of Functional Programming, Principles of Imperative Computation, Fundamentals of Programming and Computer Science, Mobile Web Design & Development

Stuyvesant High School, New York, NY
Stuyvesant Endorsed Diploma

June 2023
GPA: 96.40/100

Selected Coursework: AP Computer Science A, Computer Graphics, Multivariate Calculus

SKILLS

Programming: Java, C#, Python, Javascript, HTML/CSS, L^AT_EX

Tools: Git/GitHub, Unity, Amazon Web Services (AWS), React, Figma

Languages: English (Fluent), Chinese (Fluent), Spanish (Intermediate)

EXPERIENCE

Google, New York, NY | *Mentee*

Feb. 2023 – June 2023

- Collaborated with three other students and received advice from a Google mentor to design and develop a 2D war simulation game in Unity.
- Utilized Photon Unity Networking framework to enable real-time multiplayer gameplay across different devices.
- Released on itch.io platform for public access and received more than 400 views in total.

PROJECTS

SpeakUp

Feb. 2024

- Developed a React app that serves as an AI powered public speaking assistant in a team of four within 12 hours.
- Utilized Flask and Express to host RESTful APIs to interact with the database and audio processing ML models.

Examingo

Dec. 2023 – Jan. 2024

- Build a chrome extension that utilize web scraping techniques and LLM APIs to generate question sets and answer user questions based on information of the current website or video.
- Design the frontend in Figma and implement it using React and Tailwind CSS.
- Utilize MongoDB and Prisma to implement a backend that stores user data to personalize learning experience.

CJ Ministry Website

Oct. 2023 – Dec. 2023

- Translated client's needs into user-centered design and refined the design through several rounds of user testing.
- Developed a responsive website using HTML5, CSS3, JavaScript and Bootstrap.

Restaurant Menu App

July 2023

- Developed and published a website in React to assist restaurant workers to take orders and keep track of orders.
- Increased efficiency of calculating order prices by 50%.

LEADERSHIP

Automajumper, Pittsburgh, PA | *Technology Lead*

Sep. 2023 – Dec. 2023

- Lead and assist a team of programmers in debugging and code review to create an original video game in Unity.
- Won Most Innovative Gameplay Award in the CMU GCS × IDEATe Game Release.

Sport Management Club, New York, NY | *IT Director*

Sep. 2022 – June 2023

- Processed data from sport teams and generated graphs to present sport info to public using Java program.

AWARDS

2023 Dietrich College Dean's List, with High Honors
Equitable Excellence Scholarship Recipient

January 2024
March 2023