

Zixuan (Austin) Huang

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EDUCATION

Rice University

September 2022 - May 2026

Bachelor of Science in Computer Science

GPA: 3.91/4.00

Relevant Coursework: Computational Thinking, Algorithmic Thinking, Program Design, Concurrent Program Design, Computer Organization, Reasoning about Algorithms

SKILLS

Languages: C/C++ (3 yrs), Python (3 yrs), Java (2yrs), HTML/CSS/Javascript, C#, SQL, MATLAB

Software & Operating Systems : Microsoft office Suite, Unity, Linux, Unix

WORK EXPERIENCE

Occidental Petroleum | *IT Intern* | Houston, Texas

May 2024 – August 2024

- Developed an **ETL pipeline** to integrate inspection checklist data from digital twin platform Cognite Data Fusion into Microsoft **SQL** database GE APM
- **Automated data sync** every 4 hours and optimized checklist schedules, boosting operational efficiency by 90%
- Standardized digital assets mapping between Cognite Data Fusion and GE APM for Occidental's digital twin initiatives
- Developed a process to extract coordinate data from EXR images, enabling 360-degree field view capability

Yupei Supply Chain Management | *Data and Technology Center Intern* | Shanghai, China

May 2023 – July 2023

- Tested and debugged 50+ old workflows in a new system environment to update the newly introduced office **automation system**
- Generated diagrams of the automation system update status and presented to senior leadership and stakeholders
- Designed and implemented the user interface for the newly adopted **FLUX WMS storage system**

HACKATHONS

Rice Hackathon: Designing a Discord Bot

September 2023

- Led a team of 4 to develop an interactive bot for a 6-player game, with Discord's Python API, allowing players to engage in the game "Mafia" within a server
- Designed characters as individual classes to improve design modularity, enabling integration and interaction via Discord's buttons and direct messaging
- Tested bot in a self-created server, simulating various game scenarios to fix bugs and conducted a live demo

PROJECT EXPERIENCE

Unity video game development

April 2024 – November 2024

- Designed the enemy and health system for 2D top-down shooter "Runes" utilizing APIs and **creating custom classes**
- Evaluated new game features to verify expected effects and identified bugs within the game environment
- Utilized **GitHub** for code sharing and version control, creating forks to test features before merging into main repository

Android Memo Application (Java)

July 2023

- Developed a simple Memo application allowing users to add and delete events in **Android Studio**
- Created a new layout to show the events allowing the user to scroll through the different events
- Tested the app to ensure key features, such as input bar, add, and delete buttons, work as intended
- Distributed the application to 10 users and achieved an 80% referral rate