

Calvin Huang

LinkedIn
<https://calvang.github.io>

calvang@umich.edu
(513) 693-5266

EDUCATION

- **University of Michigan** Cincinnati, OH
BSE Computer Science, GPA: 3.870 *September 2018-expected May 2022*
 - Course Highlights: Operating Systems, Machine Learning, Computer Vision, Cybersecurity, Data Structures and Algorithms, Databases, Computer Architecture, Fundamentals of Computer Science, Web Systems, Linear Algebra

PROFESSIONAL EXPERIENCE

- **Proquest** Ann Arbor, MI
Machine Learning Software Engineer *January 2021-Present*
 - Collaborated with team of students to create optical character recognition correction algorithm for use in Proquest's TDM Studio.
- **Capital One - Cloud Productivity Engineering** Remote
Software Engineering Intern *June 2021-August 2021*
 - Pioneered migration of data testing tools to a serverless architecture on AWS, saving 160+ developer hours for every version upgrade and achieving 97.2% cost-savings.
 - Obtained official AWS Solutions Architect and Certified Secure Software Engineer Certifications while leading implementation efforts on the team.
- **Principal Financial Group** Remote
Full-Stack Software Intern *June 2020-August 2020*
 - Spearheaded the transition to a new logging system, added security features to app deployment pipeline via back-end implementation and Ansible automation, and created a server check for conflicting jobs in order ensure reliable metrics on feature changes and deployments.
 - Added deployment API features by implementing cyclical redeployment functionality and reducing deployment downtime with dynamic scheduling.
 - Led intern Code Jam team in brainstorming and development of a full-stack web app hosted in AWS and mentored peers in working with web frameworks and deployment methods within the span four days.
- **Radiological Health Engineering Laboratory** Ann Arbor, MI
Research Assistant, Dr. Kimberlee Kearfott *September 2019-Present*
 - Researched and trained machine learning models to correlate weather and radon data to predict indoor radiation levels for use in early detection of earthquakes.
 - Designed and deployed MySQL cloud database for weather and radiation sensor data to be displayed on a monitoring website. Wrote data processing pipeline for sanitizing and organizing sensor data before storage.
 - Developed iOS and Android apps with a heat map interface for tracking radiation data collected by student-built radiation detectors powered by Raspberry Pi's.
- **UM::Autonomy Project Team** Ann Arbor, MI
Deep Learning Computer Vision Engineer *September 2020-Present*
 - Trained deep convolutional neural net for object detection task using boat camera footage and tested architecture configurations to tune color recognition capabilities.
 - Labeled and processed training data using video footage collected from past competitions for use in training the neural net.
- **MRover Project Team** Ann Arbor, MI
Computer Vision Engineer *September 2018-May 2020*
 - Implemented AR tag detection algorithm using OpenCV for a find-and-identify task in the University Rover Challenge.
 - Presented professional design reviews to the team to interface with other sub-teams in order to decide design priorities for implementing obstacle detection.

PERSONAL PROJECTS

- **Robotic Arm Control Application**
 - *Desktop Simulation Application for Robotic Arm Automation*
 - Implemented full kinematics library using state of the art inverse kinematics algorithms in Python and TypeScript.
 - Leveraged WebGL technologies to create simulation and automated control application for the robotic arm using Electron and React frameworks.
- **COVID-19 Heatmap**
 - *Web Application and API for Monitoring Projections of the Spread of COVID-19*
 - Developed efficient REST API with Rust to collect and sanitize detailed geographical data at specified time intervals and to communicate current data on-demand to front-end applications.
 - Designed client-side web app using React and Google Maps to visualize global and local data of COVID-19 cases using configurable heat maps.
- **Video Conferencing Web Application**
 - *Video Chat Web Application for Virtual Hangouts*
 - Incorporated WebRTC video technology into modern video-client web app designed to be provide self-hosted peer-to-peer video communications.
 - Utilized Node.js back-end socketing and custom peer-to-peer server for reliable and secure video calls across different devices.

SKILLS

- **Programming Languages**
 - *C/C++, MATLAB, Python, Swift, C#/.NET, Java, Javascript/TypeScript, Rust, Julia, MySQL, MongoDB, DynamoDB*
- **Technologies and Frameworks**
 - *React, NodeJS, Flask, JAX-RS, OpenCV, AWS, Google Cloud, Jupyter Notebook, PyTorch, TensorFlow 2.0*

CERTIFICATIONS AND HONORS

- **AWS Certified Solutions Architect - Associate** *August 2021*
- **James B. Angell Scholar** *March 2020*
- **MTV Undergraduate Fellowship Recipient** *Fall 2020, Winter 2021*
- **Tau Beta Pi, Michigan Gamma Chapter** *September 2019-Present*
- **Eta Kappa Nu, Beta-Epsilon Chapter** *September 2020-Present*