



Feiyu Huang
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🏠 Academics
🐙 GitHub

PROFILE

An undergraduate who is dedicated to Human-Computer Interaction, especially AR/VR and haptics. Have three years of solid programming experience and strong motivation to do HCI research. Able to learn things quickly and cooperate well with others.
Ready to gain knowledge of HCI research and contribute to a real HCI project during internship.
Currently, an HCI undergraduate intern in Immersive Design Group.

EDUCATION

• **Harbin Institute of Technology, Shenzhen** 2020.09 - 2024.06
Senior undergraduate in Computer Science Shenzhen, China
Grade: 87.5/100
Courses: Algorithms, Computer Architecture, Software Engineering, Object-Oriented Programming

INTERESTS

Research Interests: AR/VR, Haptics
General Interests: Reading, Writing, Knowing problems and solving them

PURPOSE

HCI research enables people to find better ways of interaction, and then solve real-world problems, such as generating a sense of touch. That is why I am passionate about pursuing research in HCI – finding novel methods of sensing and interacting with the world around us.
Over the past three years, I honed programming skills in many demanding domains, such as operating systems, databases and CPU architecture, and gained solid programming skills in both hardware and software development.
I am an ambitious student who devote most of time to find a problem and solve it. Recently, Apple released its lasted product, Vision Pro, which answered my question of better ways to interact via XR devices. Not by smartphones, but by eyes, a natural way. However, the ways for better tactile sensation are not answered. In this internship, I am ready to tackle challenging problems in HCI research and cooperate with others.

PROJECTS

• **BusTub** 2022.12
A hard-core extra-course project on design and implementation of database systems
– **Skills:** C/C++, SQL, Algorithms and Data Structures
– **Outcome:** Honed programming skills and spirit to handle difficulties
– Individually developed from bottom to top to support SQL statement
– Enabled the database to store data reliably and rapidly

• **CPU Design** 2022.06
A hard-core course project on design and implementation of RISC-V ISA
– **Skills:** Verilog, FPGA programming
– **Outcome:** Became professional in hardware development, developed the ability to do trade-off and design
– Individually transplanted RISC-V instruction set architecture to an FPGA board
– Enabled the board to run compiled bit-stream of program

SKILLS

Linguistic: *Chinese* Native | *English* Fluent (IELTS 7.0)
Programming: C/C++, Java, Verilog, Go (with web development), Godot (with 2D game development)
Developer Tools: Shell, Git/GitHub, Linux
General Skills: Markdown, LaTeX, MS Office
Soft Skills: Problem-Solving, Communication, Cooperation