

# EMILY HUANG

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## EDUCATION

<b>Northeastern University   San Jose, CA</b> Master's in Computer Science	Jan 2025 - Dec 2026
<b>Northeastern University   Boston, MA (Magna Cum Laude, Dean's List)</b> Bachelor of Arts in Game Art and Animation (GPA: 3.8/4.0) Minor in Computer Science	Sept 2018 - Dec 2022

## SKILLS

**CODING:** Java, C, C++, JavaScript, SQL, Linux

**DESIGN:** Motion Graphics, Animation, 3D Modeling, 3D Rigging, Digital Art

**SOFTWARE:** Git, Unreal Engine, Unity, Blender, Autodesk Maya, Adobe Creative Suite, Figma

**PRODUCTIVITY:** Windows Platform, Excel, Outlook, PowerPoint, Google Sheets & Doc

## CODING PROJECTS

<b>Personal Health Metrics Tracker</b>	March 2025 - April 2025
<ul style="list-style-type: none"><li>Collaborated with a team to design a tracker that processes user-input data and displays health metrics using object-oriented principles for extensibility</li><li>Contributed to front-end development, back-end design, and controller logic within an MVC architecture</li><li>Implemented unit and mock tests for model and controller components, validating core logic and ensuring reliable data processing</li></ul>	
<b>Fractal Terrain with Randomly Generated Height Map</b>	June 2022 - July 2022
<ul style="list-style-type: none"><li>Implemented a random terrain map generator using a diamond-square algorithm to produce 3D terrain based on user input and theme selection</li></ul>	

## PROFESSIONAL EXPERIENCE

<b>Research Assistant - Northeastern University</b>	Sept 2025 - Present
<ul style="list-style-type: none"><li>Recruited, coordinated, and led 26 participants through an A/B research study evaluating the impact of gamification on algorithm learning and user motivation</li><li>Conducted usability testing and qualitative analysis to create user personas and identify usability issues, guiding frontend implementation and improving user-facing workflows</li><li>Collaborated with experienced developers to review implementation approaches and incorporate feedback into iterative improvements of the web prototype</li></ul>	
<b>Freelance 3D Character Artist - Studiopoof LLC</b>	Dec 2023 - Oct 2024
<ul style="list-style-type: none"><li>Created engine-ready 3D character models, implementing feedback from project lead at milestones</li><li>Led the team to establish structured design processes to ensure good in-engine performance</li></ul>	
<b>Motion Graphics Animator - Northeastern University Enrollment</b>	Jan 2022 - May 2023
<ul style="list-style-type: none"><li>Developed animated graphics, typography, and gifs for Northeastern's social media accounts and ad campaigns to increase admission engagement with 35K user interactions over time</li><li>Independently led a full project lifecycle from requirement gathering, ideation, and design iterations to final creation</li></ul>	

## LEADERSHIP

**Co-Leader, NU Algorithms Interactive Gaming Student Interest Group**

- Organized an algorithm-focused collaborative game event to promote student engagement and learning