

# EMILY HUANG

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## EDUCATION

**Northeastern University | San Jose, CA**

Jan 2025 - Dec 2026

Master's in Computer Science

- Relevant Coursework: Object-Oriented Design, Algorithms, Data Structures, Machine Learning, Capstone

**Northeastern University | Boston, MA (Magna Cum Laude, Dean's List)**

Sept 2018 - Dec 2022

Bachelor of Arts in Game Art and Animation (GPA: 3.8/4.0)

Minor in Computer Science

## 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

**Personal Health Metrics Tracker**

March 2025 - April 2025

- Collaborated with a team to design a tracker that processes user-input data and displays health metrics using object-oriented principles for extensibility
- Contributed to front-end development, back-end design, and controller logic within an MVC architecture
- Implemented unit and mock tests for model and controller components, validating core logic and ensuring reliable data processing

**Fractal Terrain with Randomly Generated Height Map**

June 2022 - July 2022

- Implemented a random terrain map generator using a diamond-square algorithm to produce 3D terrain based on user input and theme selection

## PROFESSIONAL EXPERIENCE

**Research Assistant - Northeastern University**

Sept 2025 - Present

- Recruited, coordinated, and led 26 participants through an A/B research study evaluating the impact of gamification on algorithm learning and user motivation
- Conducted usability testing and qualitative analysis to create user personas and identify usability issues, guiding frontend implementation and improving user-facing workflows
- Collaborated with experienced developers to review implementation approaches and incorporate feedback into iterative improvements of the web prototype

**Freelance 3D Character Artist - Studiopoof LLC**

Dec 2023 - Oct 2024

- Created engine-ready 3D character models, implementing feedback from project lead at milestones
- Led the team to establish structured design processes to ensure good in-engine performance

**Motion Graphics Animator - Northeastern University Enrollment**

Jan 2022 - May 2023

- 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
- Independently led a full project lifecycle from requirement gathering, ideation, and design iterations to final creation

## LEADERSHIP

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

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