

# HUAYUN HUANG

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Human Computer Interaction + Mathematical Science  
Carnegie Mellon University [2014 - 2019]

## Experience

For personal projects, see [tinyurl.com/youtube-huayun](https://tinyurl.com/youtube-huayun) for video demos.

### UX Intern, Eaton [Summer 2017]

- Conducted user studies; Storyboarded, designed, prototyped and implemented a website independently.
- Learned agile management, design critiques, and interpersonal communications. Adopted the studio collaborative culture.

### Research Assistant [Spring 2016 - ]

- Led a group to apply data science with machine learning to help diagnose balancing problems in recovery from orthopedic surgery.
- Reconstructed a stress-inducing software package for laboratory use.
- Learned to think critically and creatively. Provided opinions from a designer's perspective, and learned to communicate with engineers.
- Consistently recommended by Professors.

### 05-499 Twitch Game Design [Fall 2016]

- Designed and implemented games and gadgets that allow crowd-sourcing, based on Twitch.

### 15-539 CS-Pedagogy [Fall 2015]

- Designed and implemented instructional games that guide new coders through basic CS algorithms.

### 15-112 Fundamentals of Computing [Spring 2015]

- Term Project "Flappy3D" received a score of 98/100.

## Skills

Python · Swift · JavaScript · HTML/  
CSS · Bootstrap · Java · nodeJS · C |  
Adobe Suites | User studies · UI/UX  
design | Fluent English / Chinese

## Curriculum

### HCI

Interaction Design Studio I  
Interaction Design Studio II  
Human Factors  
Programming User Interfaces  
Social Web  
Cognitive Psychology  
"Twitch Plays" Game Design

### Mathematics

Calculus in 3D  
Discrete Math  
Numerical Methods  
Combinatorics  
Algebraic Structure  
Graph Theory  
Operations Research I  
Linear Algebra

### Computer Science

Fundamentals of Computing  
Principles of Funct. Programming  
Principles of Imperative Computing  
Introduction to Computer Systems  
Introduction to Machine Learning