

HUANG YIPING

☎ (+31) 655901383 • ✉ yiping.huang@student.maastrichtuniversity.nl
🌐 hypster.github.io • 🔄 hypster • in yiping-h-93139743

EDUCATION

Maastricht University

Sept. 2018 – Present

Honours Bachelor of Science

Major in Data Science and Artificial Intelligence, **GPA: 9.1/10**

Online Courses

- Introduction to Deep Learning (STAT 157), UC Berkeley
- Introduction to Artificial Intelligence (CS 188), UC Berkeley
- Natural Language Processing Specialization, Coursera
- Deep Learning Specialization, Coursera

ACADEMIC PROJECTS

Encrypted Messaging App | Python

Nov. 2020 - Jan. 2021

- Project for course *Cloud Computing*.
- Coded socket based communication channel in C/S architecture.
- Encrypted message with *RSA* and *AES*.

Caterpillar Locomotion Simulation based on CPG Control | Arduino

Feb. 2020 - Mar. 2020

- Project for course *Robotics and Embedded System*.
- Coded biobased control mechanism on *EDMO* robotic module.

Trajectory Planning Simulator | Java, JavaFX

Mar. 2019 - May 2019

- Simulated spacecraft launching with *PID* control.
- Approximation made by higher order methods like *RK4*.

Graph Coloring Solver | Java, Java Swing

Sept. 2018 - Nov. 2018

- Combined heuristic strategies with efficient backtracking for computing the solution.
- Enhanced UI for educative purpose.

WORK EXPERIENCE

Statistics Netherlands(CBS), Heerlen

Sept. 2019 - Present

Data Analyst (Part time)

- Data scraping, wrangling, pipelining, visualization for Dutch company's data.
- Built model for company innovation metrics with application of *LDA* and *Textrank*.

Shanghai Education Software Corporation, Shanghai

July 2015 - Aug. 2018

Software Engineer (full time)

- Developed various CMS systems and web portals for clients from the education industry using **Vue.js**, **Node.js**, **Mongodb**, **J2EE**, **MySQL**:
 - School bus scheduling and management system for Shanghai Normal University. Main functions: ticket selling, arranging bus schedules
 - Hongkou district Kindergarten enrollment system. Main functions: registering child, reserving candidate schools
- Built HTML5 game for MOOC courses using **Phaser.js**, **HTML5**

PROGRAMMING SKILLS

Languages: Java, Python, Javascript, C, Matlab, SQL, Prolog

DS/ML Libraries: MXNet, PyTorch, Pandas, NumPy, Matplotlib, scikit-learn, Spacy

Web Development Frameworks and Libraries: Vue.js, Bootstrap, Express, SpringMVC, JDBC, MyBatis, React.js, Flask, Django

Databases: MySQL, Mongodb, Redis

HPC Frameworks: MPI, OpenMP

Developer Tools: Git, Bash, Google Cloud Platform, IDEA, Eclipse, Navicat, PyCharm, VSCode, Jupyter Lab, Chrome Web Tool

LANGUAGES

- English, Dutch, Chinese(mother tongue), Japanese