Boheng Huang

Email: 2191110405@stu.hit.edu.cn
Mobile:+86 17863107801

EDUCATION

- **Harbin Institute of Technology**   Weihai, China
  Software Engineering; GPA: 91.1/100   *Sep 2019 - Jul 2023*
  Basic Courses: *Probability Theory and Mathematical Statistics (100 points), Discrete Mathematics(98 points)*
  Specialized Courses: *Algorithm Analysis and Design (99 points), Compilation Principle (96 points)*

SKILLS SUMMARY

- **English**:   CET-6 (612 points)
- **Algorithm**:   CCF CSP (300 points)
- **Framework**:   Flutter, Spring Boot, Vue, Android, Unity, Figma

PROJECTS

- **WordDestiny (Word-memory product)**: Jul, 2020 - Aug, 2021   Project Leader

  1. Background: I proposed an innovative word-memory method based on article recommendation to solve the problem of inefficiency and rote memorization word-memory.

  2. Design: UML is used to describe the concept and logic of the product, and Figma is used to design the high fidelity prototypes of all pages and to establish a standardized component library system.

  3. Training: Served as a trainer and co-chair of the Flutter client and Spring Boot back-end training and code quality review, I volunteered to lead 12-person class teams in long-term learning and development.

  4. Development: I encapsulated client base modules, including state management, network communication, data storage, etc., and summarized best practices in multiple scenarios; The development of the reading module of the article was completed. Key word-based article recommendations were implemented using Elasticsearch.

  5. Research: In order to further improve the efficiency of memory algorithm, I carried out the research on FSRS, and iterated the memory model several times.

- **School Credit Statistics System**: Feb, 2022 - Mar, 2022   Project Leader

  1. Background: I worked with the Youth League Committee of my college to address the statistical difficulties of school credit statistic.

  2. Work: I designed the UI prototype and developed the basic modules such as page routing, permission control and dictionary management via Vue front-end, as well as community end, league end, college end and student end. I also encapsulated the commonly used UI components and tool modules.

  3. Results: It has been popularized and used in the school bonus statistics, and improved the work efficiency significantly.

HONORS AND AWARDS

- Inspur Smart Life App Design Competition - First Prize - May, 2021

- National innovation training program for College Students - May, 2022

- Mathematical Contest In Modeling - Honorable Mention - Apr, 2021

- *President Cup* College Students' scientific innovation competition - Second Prize - Dec, 2020

- Spring semester of 2020-2021 academic year scholarship - First Award - Dec, 2020

- Star of scientific and technological innovation in School of Computer Science - Dec, 2020

- Spring semester of 2020-2021 academic year scholarship - First Prize - Dec, 2020

SELF EVALUATION

I'm active, conscientious and responsible, and I'm able to perform assigned tasks well.
I'm good at coming up with creative ideas and solutions.
I have strong learning ability, willing to accept new things. I can quickly grasp new theories.
I like to meet new challenges, take responsibility and maintain an optimistic attitude.